YOUR MOST COMPLETE GUIDE TO COMPUTER & VIDEO GAMES

1984 SOFTWARE ENCYCLOPEDIA

FROM THE PUBLISHERS OF
electronic GAMES

37862

NUMBER 2

$3.95

2ND ANNUAL EDITION

★ REVISED
★ EXPANDED
★ UPDATED

OVER **900**
DESCRIPTIONS AND RATINGS OF VIDEO AND COMPUTER GAMES

SUSPENDED
INFOCOM
THE RETURN OF HERACLES BY STUART SMITH
WIZARD OF WOR
Miner 2049er Vol. II
Lode Runner
commodore

INSIDE INFO SALESPEOPLE WON'T TELL YOU!

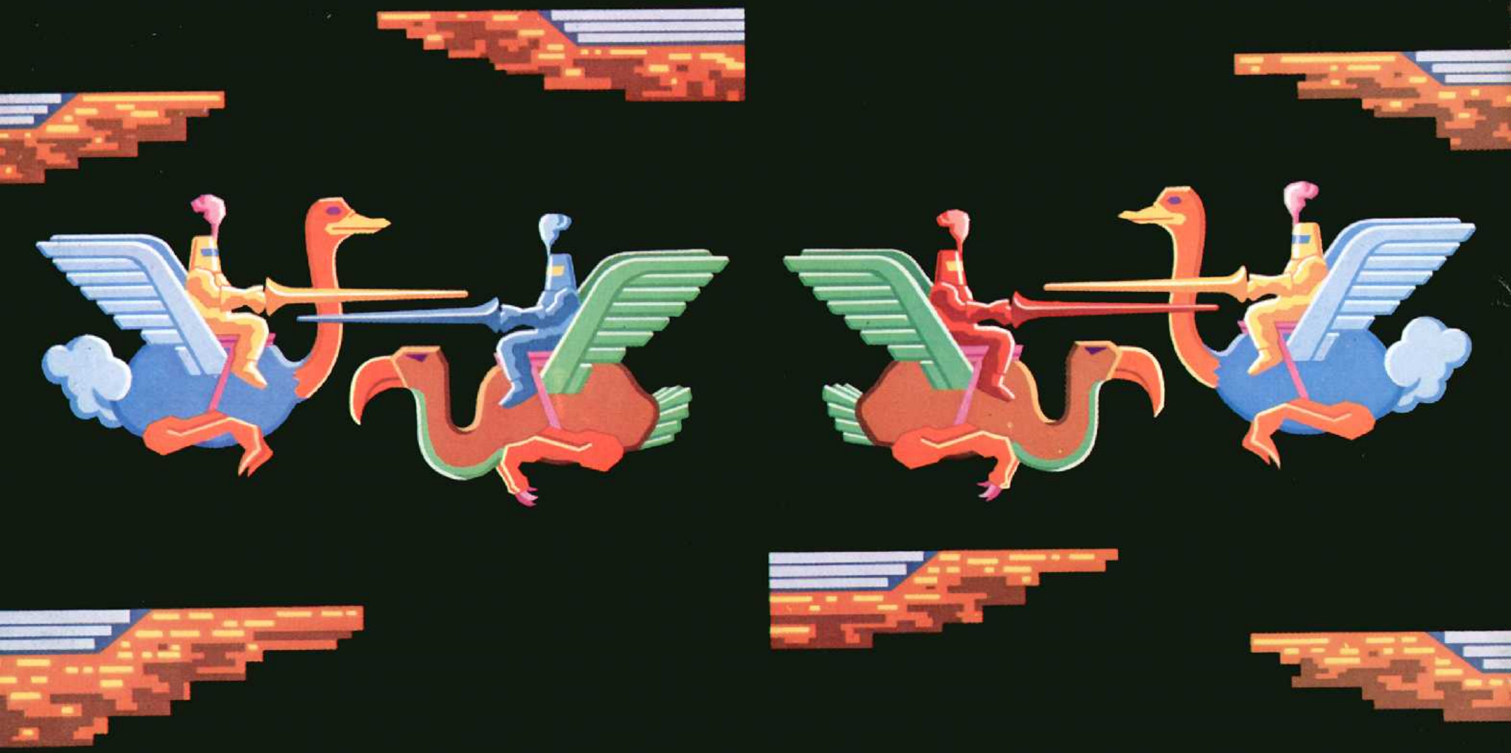
APPLE•ATAR
COMMODO
BM PC•C
ATARI 520
VECTREX•
2600•COM
VIC-20•AT
ON•COLE
APPLE•IBM
DORE 64•VE
ATARI 2600•C
N•VECTREX•C
VIC-20•INTELLIVI
PLE•IBM PC•COM
200•COLECOVISIO
VECTREX•APPLE•ATA

ODORE 6
OLECOVIS
NTELLIVIS
COMPU
CTREX•C
C-20•IBM
OMMOD
NTELLIVIS
EX•APPLE
VISION•IN
0•VIC-20•
REX•INTELLIV
LE•COLECOVIS
S•ATARI 2600•
C•VECTREX•ATARI
SION•APPLE•CC

•INTELLI ATAR •COLECOVISION
ATARI 5200•A DORE VIC-20•ATARI HOME COMPUT
N• APPLE•VIC-20•IBM PC COVISION•INTELLIVISION•APP
SION•COMMODORE 64• REX•IBM PC•VIC-20•COMMODO
00•VECTREX•APPLE•ATARI HOME COMPUTE ATARI 5200•COLECOVISION•A

02
0
70989 37862

*Trademark and © Williams 1982, manufactured under license from Williams Electronics, Inc. †Indicates a trademark of Sears, Roebuck and Co. © 1983 Atari, Inc. All Rights Reserved.



Which player is winging his way to victory?

When Joust* flies into your living room you might think you're in the arcade. Because, just like the arcade, this Joust is a duel to the finish. But remember that some jousts are worth more than others. The knight on the right, for example, is about to score 500 points for lancing a red Bounder. But the knight on the left will score three times as many for skewering a blue Shadow Lord. That ought to needle his opponent.

You can spear yourself a lot more points. Especially in the Egg Wave. Pick up as many eggs as you can before they hatch. The first egg's worth 250 points, the second 500, the third 750, and the fourth 1,000 points.

Only Atari makes Joust for the ATARI® 2600™ Game, Sears Video Arcade† systems, and versions exclusively for the ATARI 5200™ SuperSystem and all ATARI Home Computers.

So mount your ostrich and descend on your nearest store. For Joust.

ATARI
JOUST
ATARI

ATARI

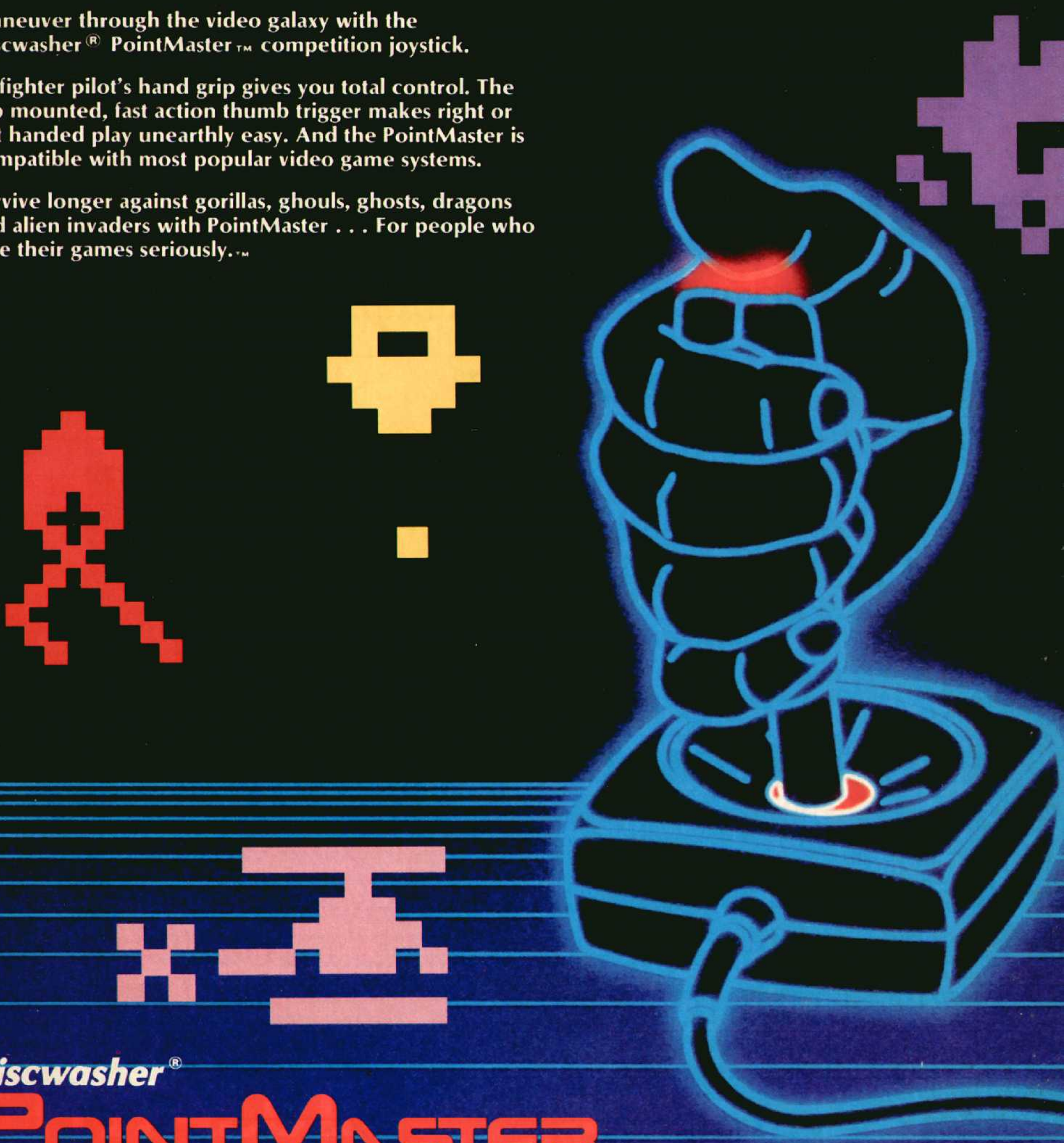
A Warner Communications Company

Extend your survival against alien invaders.

Maneuver through the video galaxy with the Discwasher® PointMaster™ competition joystick.

Its fighter pilot's hand grip gives you total control. The top mounted, fast action thumb trigger makes right or left handed play unearthly easy. And the PointMaster is compatible with most popular video game systems.

Survive longer against gorillas, ghouls, ghosts, dragons and alien invaders with PointMaster . . . For people who take their games seriously.™



discwasher®

POINTMASTER™

competition joystick

DISCWASHER 1407 NORTH PROVIDENCE ROAD, P.O. BOX 6021, DEPT EG, COLUMBIA, MO 65205 A DIVISION OF JENSEN an ESMARK Company

1984 SOFTWARE ENCYCLOPEDIA

FROM THE PUBLISHERS OF
electronic
GAMES

CONTENTS

INTRODUCTION.............................7

COMPUTER SECTION:

APPLE...8
ATARI...38
COMMODORE 64.............................61
VIC-20...74
IBM PC...84

PROGRAMMABLE SECTION:

ATARI 2600.....................................86
ATARI 5200.....................................102
COLECOVISION.................................106
INTELLIVISION.................................110
VECTREX...119

THE ELECTRONIC GAMES SOFTWARE ENCYCLOPEDIA (ISSN#0736-8488) is published annually by Reese Communications, Inc., 460 West 34th Street, New York, NY 10001. ©1983 by Reese Communications, Inc. All rights reserved. ©under Universal, International and Pan-American copyright conventions. Reproduction of the editorial or pictorial content in any manner is prohibited. All material listed in this magazine is subject to manufacturer's change without notice and publisher assumes no responsibility for such changes. Printed in the U.S.A.

NUMBER 2

Editor
Bill Kunkel

Executive Editor
Tracie Forman

Senior Editor
Joyce Worley

Managing Editor
Vincent Puglia

Assistant Editor
Angela Vitale

Contributing Editors
Tom Benford
Rick Teverbaugh

Art Director
Ben Harvey

Graphics Consultants:
Creative Concepts

Director of Retail Accounts
Joseph Muccigrosso

Subscription Manager
Rena Adler

New York
National Advertising Director
Diane Mick
460 West 34th Street
New York, NY 10001
(212) 947-6500

Los Angeles
Advertising Director
Colette Kreins
413 South LaBrea Ave.
Los Angeles, CA 90036
(213) 857-0663

Chicago
Advertising Representative
Milton Gerber
1309 North Rand Road
Arlington Heights, IL 60004
(312) 253-7500

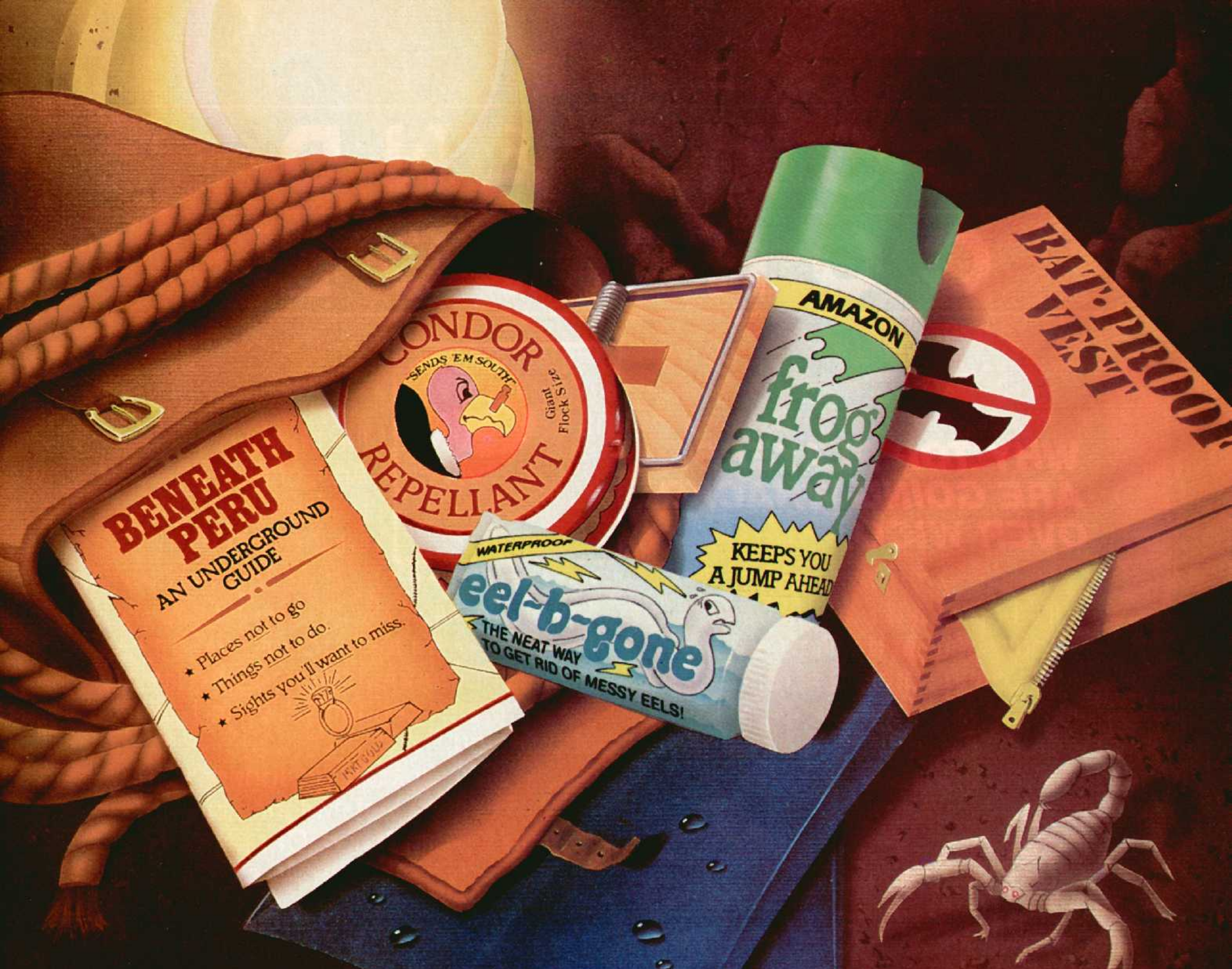
REESE
COMMUNICATIONS
INCORPORATED

Publisher
Jay Rosenfield

Co-Publisher
Arnie Katz

Production Manager
Laurie Ann Devereaaux

Circulation Director
William D. Smith


BENEATH PERU
AN UNDERGROUND GUIDE
★ Places not to go
★ Things not to do.
★ Sights you'll want to miss.
CONDOR REPELLANT
SENDS 'EM SOUTH
Giant Flock Size
AMAZON
frog away
KEEPS YOU A JUMP AHEAD
WATERPROOF
eel-b-gone
THE NEAT WAY TO GET RID OF MESSY EELS!
BAT-PROOF VEST

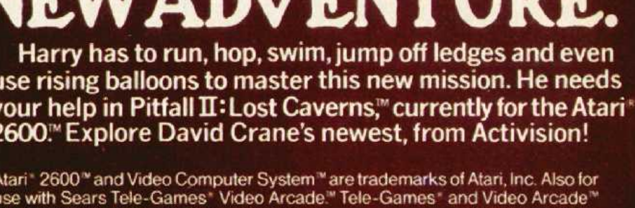
LOOKS LIKE YOU'RE READY FOR PITFALL HARRY'S NEW ADVENTURE.

You're going to need a whole lot more than your toothbrush for this trip. You're headed deep beneath the jungles of Peru, deep into the Lost Caverns. Harry needs your help in finding his niece Rhonda and his sidekick Quickclaw. Not to mention a king's ransom in gold bars and the ever-popular Raj Diamond.

Pack your bag and gather your courage as you swim raging underground rivers full of electric eels. Dodge crash-diving condors. Avoid Amazon frogs, some very bitter bats and the dreaded cave rat …eeeek!

Harry has to run, hop, swim, jump off ledges and even use rising balloons to master this new mission. He needs your help in Pitfall II: Lost Caverns,™ currently for the Atari® 2600.™ Explore David Crane's newest, from Activision!

Atari® 2600™ and Video Computer System™ are trademarks of Atari, Inc. Also for use with Sears Tele-Games® Video Arcade.™ Tele-Games® and Video Arcade™ are trademarks of Sears, Roebuck and Co. © 1984 Activision, Inc.



PITFALL II
Lost Caverns

DAVID CRANE'S
PITFALL II
LOST CAVERNS
Activision

ACTIVISION®

We put you in the game.

WICO COMMAND CONTROL™

Bat Handle Joystick

WHY TOP PLAYERS ARE GOING WHACKO OVER WICO.

You know the feeling. It's happened before. Your score and initials are in lights on the arcade scoreboard. You've once again experienced the incredible response from the arcade controls to your own hand and mind.

You've been part of the WICO response.

Famous Red Ball™

Over 500 arcade games use WICO controls. And now those authentic arcade controls can be used with home video games.

WICO engineers ergonomically designed home joysticks with the same precise feel and response as the arcade joystick. Joysticks that truly fit the hand and the mind.

Three-Way Deluxe Joystick

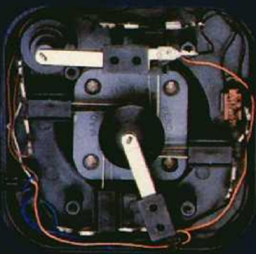
The "Bat Handle" and the "Famous Red Ball™" The new "Power Grip™" And the "Three Way Deluxe Joystick" that lets you change handles as easily as you change video games.

WICO features two fire buttons instead of the usual one. Rubber grips keep the base from slipping. And, of course, every handle is arcade size for the best grip.

Quick-action fire button

If you opened up the base of a Wico joystick, you'd see one thing. It's not a toy! Arcade owners have always demanded the finest in design, engineering and durability. And so should you.

Our electronically designed "guts" feature 6 Wico leaf switches instead of bubble-type switches. Our joysticks "exclusively" feature a Wico rubber diaphragm module for authentic arcade action and feel. And like all Wico controls, the base is made of heavy-duty, high impact ABS plastic construction that makes it virtually indestructible.



Unique WICO 6-leaf switch assembly

Wico brings 42 years of experience and know-how to the development of the world's finest joysticks. Arcade accuracy. Arcade control. Arcade durability. You're always in command with WICO.

WICO®
·THE·SOURCE.·
FOR THE ARCADE—
AND NOW FOR THE HOME.

© 1983 Wico Corporation
WICO is a registered trademark of Wico Corporation.

Introduction to the 1984 software encyclopedia

BY BILL KUNKEL

There is a line in the Bible to the effect that it is easier for a camel to pass through the eye of a needle than for a rich man to enter the kingdom of heaven. Well, let it now be said that it's a heck of a lot easier for a rich man to get box seats in heaven while pulling a dromidary through a pinhole than it is to put together a comprehensive Software Encyclopedia!

The state of this art changes so fast that games which set the world on fire one month are staler than year-old newspapers six weeks later.

This second edition of the EG Software Encyclopedia attempts to reflect some of these changes. One obvious alteration from our first volme, for instance, is the inclusion of separate ratings for "audio" and "graphic" effects. What once could be lumped together without a second thought is now usually the result of the labors of two distinct teams of design wizards. The age of specialization has come to game software companies, where individual departments develope concepts, programming, opticals, sound and animation.

Included in this second EGSE are all the entries from the first edition, with the exception of now-defunct systems such as the Odyssey^2, Astrocade and Channel F. We have altered the ratings where necessary, but our newer additions reflect more extensively the overhauling process in which we have engaged. We have attempted to weed out any errors from the old listings while avoiding them in the new ones. It has been a labor of love, to be sure, but the accent is *definitively* on the word "labor". An encyclopedia such as this is a monsterous undertaking, but one that will become easier with each succeeding edition.

It is important to bear one last thing in mind: we have looked upon each system's software section as a universe unto itself. That is, there is little point in rating software for the 2600 up against the standards of the 5200, Apple II, or IBM PC. Ratings are meant to reflect only how a piece of software stands up against its brethren in that same format.

Finally, how complete is complete? Frankly: it's as complete as we could make it. Space limitations, time limitations and a host of other logistic difficulties have made it impossible to list each and every piece of entertainment and educational game software. We have done our level best to provide a functional reference work of which we are quite proud — exhausted, but proud.

The readers — you folks out there, — are the ultimate judge. Let us know what you think. We want your ideas, suggestions, and opinions.

Bill Kunkel
editor

APPLE

A2-PBI PINBALL

Sublogic
Apple II
Medium/Memory Requirements: 48K — Disk
Suggested Retail Price: $29.95
Category: Video Pinball
Number of Players: 1-4

Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

The theme of this magnificent electronic flipper game is "Night Mission", a daring raid during World War II. This is the most minute simulation of conventional pinball ever attempted, even going as far as to include a facsimile of the insertion of the coin in the slot at the beginning and the matching of a random number by the final digit for a free game at the end.

In between, it's pure pinball on a table that, if anything, is a trifle overloaded, with play-features. Designer Bruce Artwick adds an extra dimension to the game by giving computerists a chance to modify just about every basic parameter of the game, from changing the speed of the ball to adjusting the length of time a kick-out hole retains the ball before ejecting it.

A.E.

Broderbund
Apple II
Medium/Memory Requirements: 48K — Disk
Suggested Retail Price: $34.95
Category: Invasion
Number of Players: 1

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Robots developed for pollution control are running amuck, in this invasion contest. They swirl over the horizon and zoom hither and yon across the playfield, as they try to destroy the player's active cannon (three are available in all) as it moves back and forth along the bottom boundary. The idea is to push the crazed robots back wave by wave until, on the eighth screen, you move them more than 600 billion miles from Earth.

A.E.'s shooting mechanic is unorthodox. The gamer pushes the action-button to launch a rocket, releasing it the instant at which detonation is desired.

ADVENTURE IN TIME

Phoenix Software
Apple II
Medium/Memory Requirements: 48K — Disk
Suggested Retail Price: $29.95
Category: Adventure
Number of Players: 1

Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Not Applicable
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Starting from the placid present, this text adventure takes you careening through history on the trail of a master criminal. You must hop from period to period, dealing with the traps and puzzles ready to confront you at every hand, so that you can eventually nab the fiend and avert his evil plan for the Earth.

ADVENTURE TO ATLANTIS

Synergistic
Apple II
Medium/Memory Requirements: 48K — Disk
Suggested Retail Price: $40.00
Category: Adventure
Number of Players: 1

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Colorful, animated visuals decorate this entertaining cross between action adventures and arcade-style games. You must go from the isle of Lapour to Atlantis to retrieve the orb of power, so that the more humane civilization you represent can survive against the hostile Atlanteans. Along the way, there are puzzles to solve, monsters to battle and treasures to win.

ARCADE MACHINE

Broderbund
Apple II
Medium/Memory Requirements: 48K — Disk
Suggested Retail Price: $44.95
Category: Miscellaneous
Number of Players: 1

Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Not Applicable
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

Though this isn't really a game, it offers a fascinating experience for computerists who would like to create their own entertainment software with comparative speed and ease. The *Arcade Machine* lets any reasonably intelligent person design, without the need for programming know-how, an invasion game complete with animated graphics, sound, and most of the other features found on commercially published disks.

ARDY THE AARDVARK

Datamost
Apple II
Medium/Memory Requirements: 48K — Disk
Category: Cute/Maze Exploration
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95

Audio Rating: Fair
Graphics Rating: Excellent
Play-Action Rating: Fair
Solitaire Rating: Good
Head-to-Head Rating: Not Available
Overall Rating: 5

Ardy is hungry for ants and the gamer can help him lick this urge by steering his long tongue through the underground maze. As his tongue sweeps up ant larvae, ants, worms and power crystals, he also increases his point total. You can't cross over your own tongue and a touch of the joystick quickly retracts the tongue to get it out of the way of the deadly spiders. If Ardy licks a spider, he will lose a life. There are eight levels of anthills and for every 10,000 points you get another life. High scores aren't kept on the disk.

ARGOS

Datamost
Apple II
Medium/Memory Requirements: 48K — Disk
Category: SF/Shoot-out/Multi-Scenario
Number of Players: 1
Controller Type: Joystick/Paddle
Suggested Retail Price: $34.95

Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Fair
Solitaire Rating: Good
Head-to-Head Rating: Not Available
Overall Rating: 5

Coming from the dead planet of Argos, the Znark have found that Earth is the perfect settling ground for their new race. The gamer must defend Earth in three scenarios. The first is from a defense satellite base on Saturn. Second there is an attempt to save Earth's last remaining city, Los Angeles. Then there is a battle from the streets of the city in a tank. Whether using a paddle or joystick, the method of firing at each of those three levels is different depending on the type of invasion and type of defense. High scores aren't saved to disk.

ASTEROID FIELD

Cavalier
Apple II — Disk/48K
Suggested Retail Price: $24.95
Category: Target
Number of Players: 1
Graphics/Sound Rating: Average
Play-Action Rating: Outstanding
Overall Rating: 8

Game faithfully recreates strategy and playability of arcade game. For those unfamiliar with this classic, gamer controls ship in center of screen with asteroids whizzing by in all directions. He must try to clear screen of asteroids while shooting down some alien craft that appears at irregular intervals. This version can be controlled in several ways. One is straight keyboard and several others use different paddle configurations. For the price, a near must for the gaming library.

AXIS ASSASIN

Electronic Arts
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Target/Multi-Phase
Number of Players: 1
Controller Type: Joystick plus Spacebar
Suggested Retail Price: $40.00
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

The action is frenetic as the gamer uses the joystick to move a triangular shooter-ship around web-infested grids prowled by minions of the Master Arachnid. Hitting the fire button puts out a steady stream of ammo to dissolve obstructing webs and blast the mobile attackers before they do the same to you.

When the Master Arachnid appears, fly the ship off the edge of the playfield while firing a smartbomb with the spacebar to reach the second screen. Quick maneuvering here earns a bonus shooter-ship.

Axis Assasin offers three basic skill settings and a choice of roughly 100 different grids.

AZTEC

Datamost
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Fantasy/Action Adventure
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $39.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Available
Overall Rating: 7

The object here is to find the Golden Idol within the lost pyramid. There are 10 different types of opponents within the structure and several booby traps placed there by jealous early explorers. Each game, the pyramid will be randomly drawn, if you so choose, and be made up of eight floors of eight rooms, with each floor having a maximum of three levels. There are over 25 commands available, all controlled by keyboard. If, in a panic, you have trouble remembering which key is which, freeze the action and call for the Help menu before returning to the fray.

BANDITS

Sirius Software
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $34.95
Category: Invasion
Number of Players: 1
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

This invasion contest features both attractive graphics and some of the most dynamic action to be found in the world of computer gaming. Your mobile gun at the bottom of the playfield is the only defense your moonbase has against the waves of alien thieves that want to make off with your choicest supplies. The twin goals are to destroy the attackers as they appear in the upper left-hand corner of the display and to stop those which do survive long enough to snatch something before they can exit. Depending on the level of difficulty then in force, the player receives a bonus which is multiplied by the number of objects in the current wave which were *not* stolen.

BELLHOP

Hayden
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Strategy/Climbing
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $34.95
Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Available
Overall Rating: 4

The gamer is cast as a bellhop in a high-rise hotel in this contest. The object is to deliver seven pieces of luggage to seven different suites. A clock ticks down the amount of the tip that is given upon completion of the task. The less time it takes, the higher the tip. The trick is to use the elevators judiciously, both in going up and down to conserve the most time and money. There are four rounds of play. Round one and round two are virtually identical, except that the clock starts with less money in the second round. Rounds three and four are identical to the first two, except that the money amount is still lower and a playful hotel ghost will steal the luggage you've already delivered.

THE BILESTOAD

Datamost
Apple II
Medium/Memory Requirements:
48K — Disk
Category: SF/Action adventure
Number of Players: 1-2
Controller Type: Keyboard/Paddle
Suggested Retail Price: $39.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Excellent
Overall Rating: 8

The Bilestoad is a game of graphic violence and unique strategy. In a bored society, meatlings hack at each other in individual battles to control the Bilestoad. Besides bloody hand-to-hand combat, either against the computer or a human opponent, there are certain objects on each randomly-drawn battleground island that will earn the gamer points, depending on his alliance to good or evil. When playing against the computer, the gamer always takes the good side and should always run from a fight with the computer. Uses nine keys to control warrior in combination with the paddle buttons.

THE BLADE OF BLACKPOOLE

Sirius
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Fantasy/Action Adventure
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $39.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Available
Overall Rating: 7

The gamer must return the magical sword Myraglym to the altar from which it was stolen. Finding a secret chamber near Blackpoole is the key to accomplishing the mission. Game has wide vocabulary and understands most complete sentences. When speaking with another character in the game, you must use words like "ask," "talk," "tell" or "say" at the beginning of the sentence. Directions are handled by north, south, east and west commands. Typing the first letter is all that's needed. There are many hazards in the game and saving the game to disk is a good idea to prevent having to go back to the start each time.

BOLO
Synergistic
Apple II — Disk/48K
Suggested Retail Price: $34.95
Category: Combat
Number of Players: 1

Graphics/Sound Rating: Excellent
Play-Action Rating: Excellent
Overall Rating: 9

Probably the king of the maze combat games, if for no other reason than the magnitude of the maze. A full screen represents only one of 132 sections that size. Gamer is given five tanks to wipe out the enemy forces, who are churning out tank replacements nearly as fast as you can destroy them. There are nine skill levels and five maze densities. Only detraction is that joystick control seems to be added as an afterthought. Keyboard control works best once command keys are memorized.

BORG
Sirius Software
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $29.95
Category: Maze-Shoot-out
Number of Players: 1

Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The grotesque Grud has a few surprises for those foolish enough to try to penetrate his dragon-guarded sanctum. Firing and moving with the joystick (or paddle or keyboard or whatever), the on-screen hero locomotes through a series of rooms, each designed to test the arcader's skill in a different way. If you survive the first nine chambers, which include such sticky problems as compacting walls, you may reach Grud's own chamber, where you can fight it out with the master of evil.

Of course, you'll have to move at a pretty good clip. Otherwise, Grud will summon Borg, the smiling stalker, who can float through a room, destroying all in his path.

BOUNCING KAMUNGAS
Penguin
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Cute/Catching
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $19.95

Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 8

As a melon farmer, it is up to you to plant the seeds, harvest the melons and get them to the market as quickly as possible. But things aren't very easy for the farmer. First, there is lightning to avoid. Then there are these stupid Kamungas who bounce out of the sky and try to smash your melons. A pitchfork will get rid of the Kamungas, but it also attracts lightning. Once the nine melons have been harvested, it is time to load them on the truck and get them to market. On the road you run into the Peronie, who will try to make the truck run over them so that the melons will bounce out of the truck and then be eaten by the Peronie. Careful driving is required, but the faster you get to market the more you get paid for the melons.

BROADSIDES
Strategic Simulations Inc.
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Combat/Strategy/Playing and Shooting/Multi-Scenario
Number of Players: 1-2
Controller Type: Keyboard
Suggested Retail Price: $39.95

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Outstanding
Overall Rating: 9

Recreates vividly the ship-to-ship combat of the Napoleonic Era. Game can be played on arcade or tactical level. Arcade game lets realism suffer a bit for ease and speed of play. At the tactical level, there is a chance to set the pace, slower for beginners, better known as land lubbers. Most of the action consists of sailing into position to give broadsides to the opposing boat. Other features include compensating for the wind, boarding the foe's ship and victory conditions for each side. It is possible, with the aid of a well-written set of rules, to reconstruct almost any historical battle of the period or make up some clashes that didn't occur.

BUG ATTACK
Cavalier
Apple II — Disk/48K
Suggested Retail Price: $29.95
Category: Invasion
Number of Players: 1

Graphics/Sound Rating: Excellent
Play-Action Rating: Excellent
Overall Rating: 7

Gamer takes the job of a beetle who, from a spot at the bottom of the screen, must defend three gardens from a collection of bugs that include ants, millipedes, med flies and so on. Scoring is done on the basis of destruction, preventing destruction and time used. Game reminiscent of *Centipede* and uses either keyboard or paddle, though the latter is preferred.

BUZZARD BAIT
Sirius
Apple II
Medium/Memory Requirements:
48K — Disk
Category: SF/Invasion/Multi-Scenario
Number of Players: 1
Controller Type: Joystick/Paddle
Suggested Retail Price: $34.95

Audio Rating: Good
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Not Available
Overall Rating: 8

Big buzzards have mated in nests above you and now need to capture humans to feed their young. The gamer controls a ship that tries to destroy the birds before they can snatch the helpless humans and turn them into lunch. Even a normally sedate bird like the penguin is aiding his brethren. If you collide with the penguin or any of the buzzards, you lose a ship. Points are earned by shooting the buzzards and by catching a human as he drops from its claws, after the buzzard has been shot. When all the birds have been wiped out the first time, the screen shifts to a different field, where various parts of the ship have to be put together to earn a bonus ship.

CARRIER FORCE
Strategic Simulations Inc.
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Combat/Strategy/Task Completion
Number of Players: 1-2
Controller Type: Keyboard
Suggested Retail Price: $59.95

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Excellent
Overall Rating: 9

Operational-level game of combat between carrier task forces of the Americans and the Japanese in 1942. Included are scenarios for the battles at Coral Sea, Midway, Eastern Solomons and Santa Cruz. There are two maps for the game, one covering central Pacific for Midway and the other of the Southwest Pacific for the other battles. Each turn is equal to one hour with phases for task force adjustment and heading, launching air missions, air and fuel aircraft, land aircraft, radar reports, combat resolution and game saving. There are victory points awarded by the computer so the gamer can get a gauge of how he has done historically. The rules are well-written and include strategy notes for each battle. The computer always takes the Japanese side when playing solitaire.

CAVERN CREATURES
Datamost
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Fantasy/Scrolling Shoot-out
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Fair
Head-to-Head Rating: Not Available
Overall Rating: 6

Gamer must work his way through The Underground City, shooting nearly everything that moves, including obstacles marked with an 'E' for energy. The game starts with 10 spelunkers. Touching any of the underground monsters will lose you a spelunker. Touching the surface will incur the same fate. For those who don't think this is a game for high rollers, a new spelunker is awarded at one million points. One novel aspect of the game is the ability to control where a new explorer will appear on the screen once an old one has bitten the dust. The joystick button controls a three-way laser beam to wipe out the foes.

CHAMBERS OF VOCAB
Readers Digest
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Educational
Number of Players: 1-4
Controller Type: Keyboard
Suggested Retail Price: $48.96
Audio Rating: Not Applicable
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Good
Overall Rating: 7

Chambers of Vocab helps gradeschoolers get a handle on vocabulary skills by casting spelling lessons as games. There's a 300-word dictionary of words suitable for 9-year-olds and over, but parents can enter their own word lists to reinforce the weekly spelling assignments from school. After choosing a difficulty setting, a warm-up session previews the list to be used in that play section, showing each word, its synonym, definition, and a sentence using it in context. The title game sends an on-screen hero through a maze that's also inhabited by four word-monsters snaking through the passages like giant serpents. Eating an amulet causes a definition to appear on screen; then the computerist must capture the word monster that fits it. As the game progresses, the computer jumbles up words and twists them, even omitting letters to make them harder to recognize. The second game is a word-recognition challenge. The definition appears, then the computer displays a word letter by letter. If it's the correct word, type "Y" for yes, and go on to the next challenge. If it's wrong, type "N" for no and an on-screen dragon roasts the incorrect letters. The two games help kids learn words, reinforces reading skills, and helps recognition of directions since movement through the maze is by entering (N)orth, (S)outh, (E)ast and (W)est.

THE CHAMBERS OF XENOBIA
Avant-Garde
Apple II - Disk/48K
Suggested Retail Price: $15.95
Category: Adventure
Number of Players: 1
Graphics/Sound Rating: Fair
Play-Action Rating: Fair
Overall Rating: 5

One of the early *Adventure* games. Now lags behind in graphics, but the game system and challenge isn't bad, especially for beginners. There is absolutely no documentation, so be prepared to struggle a bit, but it just might be worth it, for specific tastes.

CHAMPIONSHIP GOLF
Hayden
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Sports/Task Completion
Number of Players: 1-4
Controller Type: Keyboard
Suggested Retail Price: $24.95
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Good
Overall Rating: 4

The game is played over an 18-hole layout with a system to handicap the more experienced golfer against the novice. Two views are given on each hole: one overhead, one from the side. Holes always run right to left and almost never have any fairway obstacles, other than some sand traps right up near the green. This golf game is for he-men. Clubs can be chosen from a selection of 20 for each shot and then a compass-like degree rating must be given for direction. Once on the green, a strength-of-shot rating is substituted for the club choice. There are several help keys that can be used along the way and the game penalizes shots that go out of bounds.

CHIVALRY
Weekly Reader Family Software
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Strategy
Number of Players: 1-4
Controller Type: Keyboard
Suggested Retail Price: $49.95
Audio Rating: Fair
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Excellent
Overall Rating: 7

This family/social game chronicles the attempts of one or more knights and ladies to free the King from imprisonment by the Black Knight. It's a finish-first boardgame with numerous enhancements provided by the program disk.

Landing on a square frequently involves the player in a mini-game. Players can fight jousts, compete at darts and archery, try their marksmanship with a catapault and traverse mazes patrolled by the Black Knight's minions. There are also a few logical puzzles, somewhat similar to those found in adventures.

Although the game is playable by the whole family, it is most apt to earn favor with those in the 8-to-15 age bracket. A full game takes roughly an hour to play, and young readers should be able to read the data on the screen with fair ease.

CHOPLIFTER
Broderbund
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $34.95
Category: Combat
Number of Players: 1
Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

You can become a hero by pulling off a helicopter rescue in a foreign land, where our people are held in crude, abandoned army barracks. All you've got to do is take off from the friendly base, fly through enemy territory (dueling hostile aircraft), outgun guarding tanks, land, gather up some hostages as passengers and make a safe landing back at the base.

Don't let the outstanding graphics fool you, this is one of the toughest tests of arcading skill you'll face this year. It's particularly hard to perform the rescue after the first round or so, when you must fight both tanks on the ground and the enemy planes that zoom horizontally across the upper third of the playfield.

COMPUTER AIR COMBAT
Strategic Simulations
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $59.95
Category: Combat
Number of Players: 1
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

This computer war game reproduces the thrills and excitement of World War II fights in the skies. Scenarios include 36 different airplanes from four different nations.

COMPUTER BISMARCK
Strategic Simulations Inc.
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Combat/Task Completion
Number of Players: 1-2
Controller Type: Keyboard
Suggested Retail Price: $59.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Good
Overall Rating: 7

One of the company's earliest efforts, this game faithfully recreates the plight of the German battleship Bismarck as it attempted to break out into the North Atlantic in May of 1941. The computer will take the role of the German commander in solitaire games. The sequence of play opens with a save-game option, then proceeds with a shadow phase, movement phase, chance phase and a weather update. The game plays a bit slowly at times, mostly because of the tremendously detailed bits of information available to the gamer on any of his ships or planes at a given moment. Interesting history on this period of the war is included in well-written instructions.

COMPUTER BASEBALL
Strategic Simulations
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $39.95
Category: Sports
Number of Players: 1-2
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Outstanding
Overall Rating: 9

This is the premier baseball game of the "statistical replay" type currently on the market. The game as it comes includes rosters for a number of great teams of the past, and disks available for purchase separately provide fans with the teams necessary to replay a whole recent major league season. Whether you're playing against a live manager or the computer's own "Casey", *Computer Baseball* gives the arcader a chance to make many of the decisions, such as when to warm up a reliever in the bull pen, that can confront real-life skippers.

The minimal graphic representation of each play is basically a side issue. If you enjoy trying your hand at coaching players who perform much as they did in actual games, this program is definitely for you.

COMPUTER FOOSBALL
Sirius
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Strategy/Playing & Shooting
Number of Players: 1-2 or 4
Controller Type: Paddle
Suggested Retail Price: $29.95
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Fair
Solitaire Rating: Poor
Head-to-Head Rating: Good
Overall Rating: 3

Faithful recreation of parlor game of same name. Can be played solo against computer, against another human opponent or on teams through use of the Joyport. There are two speeds, but only the most novice player would want to play the normal speed for very long. In case the ball gets stuck on the playing field, which it often does, there is a key to have it reserved, as it is after every goal. Each player controls 11 men in four rows and tries to kick the ball through the opponent's goal. First to do that five times is the winner.

COMPUTER GIN RUMMY
Datamost
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Classic Strategy/Cards
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Available
Overall Rating: 8

This disk offers three versions of the classic card game, including Gin, Knock and One-Meld. Program allows for players to draw from the deck, the discard pile or simply rearrange the cards in your hand. At the end of each hand the computer tallies its points, as well as yours. Gamer has option to rearrange points to be scored in a different manner than the computer, though that is almost always a bad idea. Play can continue in the same game as long as desired or a switch can be made to another version without rebooting.

COMPUTER QUARTERBACK
Strategic Simulations Inc.
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Sports/Task Completion
Number of Players: 1-2
Controller Type: Paddle
Suggested Retail Price: $39.95
Audio Rating: Excellent
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Fair
Head-to-Head Rating: Excellent
Overall Rating: 8

Whether playing the semi-pro or pro version, this game offers from 18-36 offensive plays and from 14-24 defensive maneuvers. That versatility, thrown together with the ability to create special, realistic teams and play against a human or computer opponent, makes the package tough to fault. Graphics are limited to seeing the football move up and down the field with some text lines to explain what happened at play's end. Also on the display is the scoreboard, which shoots off fireworks after touchdowns and offers a rough representation of each team's deployment of the field before every play.

CONGLOMERATES COLLIDE
Rockroy
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Financial/Task-completion
Number of Players: 1-4
Controller Type: Keyboard
Suggested Retail Price: Not Available
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Good
Overall Rating: 6

A game of corporate conquest with three different game play options. First there is a challenge level for solitaire only where the gamer has 15 full turns to amass as much fortune and property as possible and the computer keeps score. There is the collide version for 2-4 players where the game continues until the last of the 20 public companies have been snapped up. The third version is the competition play where the gamer tests his wits against two computer-run giant corporations. The game is for high rollers as each player starts with $20 million in assets. Excellent and painless way to learn more about big business.

CONGO

Sentient Software
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $29.95
Category: Steering Scroller
Number of Players: 1
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

You've survived an animal attack in the jungle; now you must make your way down the river on your jerry-built raft. Along the way, you must attempt to pick up the survivors who wave at you from islands in the stream and from the bank of the mighty river, while avoiding running into obstacles ranging from native canoes to alligators.

This entertaining game has an unusually low violence quotient, though the excitement quotient is equally low during the early stages of play when there isn't really too much happening on the playfield. Once the arcader begins to make significant headway, however, the action livens up a great deal.

CONQUERING WORLDS

Datamost
Apple II
Medium/Memory Requirements:
48K — Disk
Category: SF/Territory Grabbing
Number of Players: 1-4
Controller Type: Paddle/Joystick
Suggested Retail Price: $29.95
Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Available
Overall Rating: 7

This game allows players to attack, conquer and mine riches in space battle. Gamer must capture planets not under control, conquer the planets under enemy control and protect those planets under his control. Computer acts as both enemy and advisor in this real-time simulation. Most of the game is played by keyboard, though use of paddles or joystick is permitted when in battle. There are over 25 execution commands available to each player. There are between four and 32 star systems and each star has two to eight planets in orbit. Each planet has a limited number of minerals to be extracted.

COSMIC BALANCE

Strategic Simulations
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $39.95
Category: Combat
Number of Players: 1-2
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Excellent
Overall Rating: 8

Fight space battles against a rival computerist, or the Apple II itself, in this space battle simulation. Like other games in SSI's *Rapidfire* series, *Cosmic Balance* is essentially a brain-stretching strategy duel in which the players' instructions are executed so rapidly that it has something of the feel of an arcade game.

Before the first shot is fired in anger, each space admiral must design the ships that will fight in the upcoming conflict. The construction process is fairly quick and clean, but don't expect to end up with an invincible vessel that can turn on a dime and pulverize a planet. The idea is to concoct a design that makes the resulting vessels optimally suitable to your favorite approach to deep space combat.

COSMIC BALANCE II

Strategic Simulations Inc.
Apple II
Medium/Memory Requirements:
48K — Disk
Category: SF/Strategy/Multi-Scenario
Number of Players: 1-2
Controller Type: Keyboard
Suggested Retail Price: $39.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Excellent
Overall Rating: 9

Gamer is set amidst an interstellar culture. To survive he must discover and colonize planets, establish commercial networks, allocate production to supplies, starship constructions and research, along with sending various ships out on assorted missions. There are five different scenarios possible and there is an option to use SSI's cosmic Balance I to resolve all combat. Rules are complex, yet fully explained in the documentation, which is also valuable for its maps and charts.

COUNTING BEE

Edu-Ware
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Educational
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $29.95
Audio Rating: Not Applicable
Graphics Rating: Fair
Play-Action Rating: Not Applicable
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Counting Bee helps children from kindergarten through third grade get a grasp of quantities, measurements and basic number skills, in a program that parents can customize to suit their own children. A young gamer will need a helping hand to get started, then the lesson can be tailored to suit, or even to skip certain sections altogether. After each play session, parents can get computer-prepared summaries on how the child is progressing. There are eight lessons in all, starting with counting blocks, then counting bouncing balls, identifying certain shapes, judging water depth by filling a glass from an electronic faucet, judging weights by putting blocks into each balancig pan of a scale, and judging comparative lengths. The seventh lesson is simple addition, and the last is simple subtraction. The lower lessons are for preschoolers, and parental supervision is needed, at least to start, to explain exactly what the child should do. The upper level lessons are only a little more difficult, since no sum is more than one digit. The program uses fairly simple graphics, such as colored squares, blocks and other shapes.

COUNTY FAIR

Datamost
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $29.95
Category: Target
Number of Players: 1
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Move the on-screen gun located at the bottom of the playfield back and forth as you fire off your limited supply of bullets in an effort to knock out ducks, rabbits and so forth in the shooting gallery. If one of the ducks moves too low on the screen, it takes wing and chews up some of your ammo. Rabbits left unharmed, on the other hand, multiply rapidly. Above the rows of ordinary targets is a rectangle with two small slits in it. A row of trees passes through the box heading from right to left, and all of them must be eliminated.

THE COVETED MIRROR

Penguin
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Mystery/Action-Adventure
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $19.95
Audio Rating: Good
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 8

The gamer races and (hopefully) outwits the black-hearted King Voar to a single shard of The Coveted Mirror. The Shard would mean absolute power to Voar. The unbroken mirror was rectangular. Finding out the pieces Voar has will enable you to know the shape of the remaining piece and find it more easily. Return key toggles between the graphics and text modes. Abbreviations are allowed for movement and other common commands. Games can be saved up to seven times on the same disk. There are arcade-style games hidden within this game to make the challenge even more exciting.

CRANSTON MANOR

Sierra On-Line
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $34.95
Category: Adventure
Number of Players: 1
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Not Applicable
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Old man Cranston, if one may speak ill of the electronic dead, was a strange character, indeed. He filled his mansion just outside the deserted village of Coarsegold with treasures — and a strange troop of mechanical men to protect his wealth even after his death. This illustrated adventure makes use of high-resolution graphics to allow a solo adventurer to explore the house and grounds, in an attempt to feret out its mysteries and find the gold and jewels that are reportedly hidden there.

Cranston Manor is the third in the "Hi-Res Adventure" series and is typical of this line. The pictures are fairly decent, looking like pages from a neatly done coloring book, though they do change a little more slowly than in some of the newer adventure games.

CRAZEY MAZEY

Datamost
Apple II
Medium/Memory Requirements:
48K — Disk
Category: SF/Maze Shoot-out
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Fair
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Available
Overall Rating: 5

Crazey-Mazey is a futuristic car-chase in which the gamer controls one car, which roars through a maze trying to scoop up six sacks of money and get back to the transporter beam to get to the next level. At the first level there is one killer car after the thief and his money. At each successive level, another killer car is added. Killer cars are fairly predictable and with some guile and cunning it is possible to get them to crash into one another, destroying both. There are nine different skill settings and three cars, with bonus cars awarded at each 10,000 points.

CRIBBAGE/SOLITAIRE

Datamost
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Classic Strategy/Cards
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Available
Overall Rating: 8

Putting cribbage and four different types of Solitaire on one disk is quite a feat. Cribbage is dealt with simply enough to allow beginners to figure out what's going on, but the computer still plays deadly enough to keep all but the most expert players satisfied. There are help keys to aid the novice and the computer figures all the points (and he never cheats). The Solitaire games include Klondike, 3-Card Klondike, Picture Frame and Pyramid. Each has self-explaining, on-screen prompts to make play flawless, yet no less frustrating than their card-playing brothers.

CRICKETEER

The Software Farm Inc.
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Cute/Jumping
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: Not Available
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The task is to help as many crickets as possible in getting across the river and home. To get across the cricket must time his leaps to hit the floating sticks of wood that come downstream from the remnants of the Acme Tongue Depressor Factory blowup. Bonus points are awarded for taking a lady cricket home in the bargain or also bring a food particle along the entire trip. Points are scored for each successful forward jump and for each cricket safely placed in home. Five crickets at home ends that round and advances the game to the next round.

CRIMESTOPPER

Hayden Software
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $34.95
Category: Adventure
Number of Players: 1
Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Not Applicable
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

You're Al Clubs, grandson of another investigator of another suit, and you have until midnight of the last day of the year to find a mission heiress. This is a text adventure with the occasional enhancement that's a fairly typical example of the breed, though the setting is certainly far from ordinary.

CRIME WAVE

Penguin
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Police/Maze-chase
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $19.95
Audio Rating: Good
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Gamer takes the job of driving a police cruiser, assigned to patrol city streets and look for bank robbers. When a civilian car stops beside a bank, the car and the bank turn orange to signal a robbery in progress. If the police gets there before he leaves the bank and gets into the car, a second screen will appear where the gamer will try to drop a cage around the robber as he exits the bank. Failing at that, the police must chase the robber down before he can stash the loot. Someoneway streets add to the complexity of the game. Points are awarded for catching robbers. Cruisers are equipped with energy shields and bombs to aid in the chase.

CRISIS MOUNTAIN

Synergistic
Apple II — Disk/48K
Suggested Retail Price: $34.95
Category: Maze
Number of Players: 1
Graphics/Sound Rating: Outstanding
Play-Action Rating: Outstanding
Overall Rating: 10

One of the few maze games with enough forethought to really haze a scenario and a purpose. Terrorists have planted live bombs inside a mountain and you must race to get them diffused before they explode. Instead of the typical line drawing maze, the inside of the mountain really looks like a collection of caves and caverns. Some of the strategy is tricky and there won't be any easy winners this time around.

CRITICAL MASS

Sirius
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Political/Action Adventure
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Fair
Head-to-Head Rating: Not Available
Overall Rating: 7

Gamers have nine days to prevent a madman from destroying the world's five largest cities with thermonuclear blasts. There is a limited vocabulary for this program, as it understands only the first noun and verb in any sentence. Game may be saved at almost any point, up to five times, in case your character bites the dust and you don't want to begin once again. Each command uses one minute and a clock in the upper right hand corner of the screen shows the time. You have only 10 seconds to enter each command or the clock will advance without an order.

CRUSH, CRUMBLE AND CHOMP!

Automated Simulations
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $29.95
Category: Adventure
Number of Players: 1
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This role-playing program gives computerists a chance to have the bizarre experience of assuming the identity of one of six famous monsters right out of the city-wrecking "creature features" of the 1950's and 1960's. (If traditional terrors like Godzilla and Kong aren't enough, you can even custom-design your very own monster by following the rule book's instructions.

The player can select one of four world capitals as the site of the battle between the monster and mankind. There's also the opportunity to set one of five different goals for your creature, with the choice strongly affecting how points are earned.

Just as in the movies, the monster always loses in the end, but *Crush* makes getting to that point rousing fun.

CRYPT OF MEDEA

Sir-Tech
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Fantasy/Action-Adventure
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Trapped mysteriously in the Crypt of Medea, the sole purpose of the gamer is to find a way out. Mere panic won't get it done. Rather, the key will come from solving logical puzzles and manipulation of objects found during the journey through the crypt. The ESC key allows for switching from text screen to the picture screen. Saving the game is possible almost any time and there is a fine set of rules and hints, which includes some helpful map-making techniques, some key words to be used in the adventure, a hint sheet for those troubled and even an answer sheet for those hopelessly stuck.

CRYSTAL CAVERNS

Hayden
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Text/Adventure
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $34.95
Audio Rating: Not Available
Graphics Rating: Not Available
Play-Action Rating: Fair
Solitaire Rating: Good
Head-to-Head Rating: Not Available
Overall Rating: 5

This game helps to boost your imagination while enjoying the adventure, which centers around a maze of caverns that run beneath an old mansion. There are scattered treasures in those caverns and it's up to the gamer to recover as many as possible and get out alive. The program will accept sentences of reasonable length, but the gamer must be ready to make many notes and draw a map of each new location and discovery. Games can be saved to disk at almost any point. Some basic keys such as 'I' for inventory, help the adventure along.

CUBIT

Micromax
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Cute/Jumping
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: Not Available
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

The gamer controls a cubit's jumps to change colors on each of the cubes on the pyramidal game screen. On the first few levels, a single jump will be enough to get the cube to change to the required color. At higher levels, multiple jumps may be necessary. The screen displays the current level of play, the round within that level and the player's score. The high score for that session is always displayed, but not saved from session to session. Opponents are the balls and the snakes. The balls fall randomly under the rules of gravity, but the snakes will pursue the cubit. Being touched by either or stepping off the pyramid will lose a life.

CYBORG

Sentient Software
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $32.95
Category: Adventure
Number of Players: 1
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Not Applicable
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Michael Berlyn applies the discipline of the science fiction writer to the adventure game format with excellent results in this futuristic adventure. A text adventure with a brief arcade-action sequence embedded in the plot, *Cyborg* basically focuses on a half-man/half-machine hero who must re-discover his own identity and avert an otherwise certain catastrophe.

The plot is very ingenious and intricate, and the interior logical consistency is impressive. *Cyborg* won't be solved in a day, but clear thinking will help experienced adventurers win through to the exciting climax.

CYCLOTRON

Sensible
Apple II — Disk/48K
Suggested Retail Price: $29.95
Category: Target
Number of Players: 1

Graphics/Sound Rating: Good
Play-Action Rating: Excellent
Overall Rating: 7

Armed with a lazer, repair pods and a limited supply of destructors, the gamer must protect the cyber crystals of the Cyclotron, the device which protects life in this galaxy. The evil Mangan will do nearly anything to destroy the crystals, thus killing off the planet's life. A unique cross-breeding of paddle and keyboard input makes the game system quite a challenge.

CYTRON MASTERS

Strategic Simulations
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $39.95
Category: Combat
Number of Players: 1-2

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Outstanding
Overall Rating: 9

Battles between airborne forces composed of small armed platforms are the main event in this fast-playing program that straddles the line between arcade action contests and outright military strategy contests. Each force consists of three types of units; shooters, mines and guided missiles for offense, and two others, bunker cytrons and anti-missile rockets, for defense.

You must destroy your opponent's cytrons and disable the rival army's energy centers (where new cytrons are produced) and, ultimately, wipe out your foe's command center.

THE DATESTONES OF RYN

Automated Simulations
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $19.95
Category: Adventure
Number of Players: 1

Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Rex the Reaver's band of cutthroats has stolen the datestones from the ducal calendar of Ryn. The hero-for-hire, Brian Hammerhand, has only 20 minutes *in real time* to storm the rogues' hideout and emerge bearing the precious datestones. A competitive scoring system helps home arcaders judge whether they're improving from game to game, but the real test is to see how quickly you can round up those elusive stones and get back to civilization.

Using single-stroke keyboard commands, the gamer guides Brian Hammerhand through a cave-maze sketched on the screen by the computer in overhead perspective. The computer keeps track of how may datestones and other treasures you find during the course of your quest.

DAVID'S MIDNIGHT MAGIC

Broderbund
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $34.95
Category: Video Pinball
Number of Players: 1-4

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

There are certainly some fancier video pinball programs, but none which features a more interesting table than this David Snyder creation. The bi-level playfield sports such favorite flipper game features as rollovers, multi-ball play, thumper bumpers, bonus multipliers, extra flippers, drop targets and much more.

This is definitely a high-skill pinball table. The machine very rarely "plays itself", with the player hanging on for the ride like a fifth wheel.

DEATH RACE '82

Avant-Garde Creations
Apple II — Disk/48K
Suggested Retail Price: $29.95
Category: Maze
Number of Players: 1

Graphics/Sound Rating: Good
Play-Action Rating: Good
Overall Rating: 7

Gamer is trying to escape through 10 mazes while either avoiding or shooting down the Death Squad cars. Steering the car is done most unusually through the two paddle buttons. One turns car clockwise, one counterclockwise. That means firing must be done through keyboard, a bothersome chore. Game has some special draw that keeps the gamer coming back, trying to master the steering and get out of the maze.

DRAGON'S EYE

Automated Simulations
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $29.95
Category: Adventure
Number of Players: 1

Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

The Seven Provinces, united in peace by the Good Magician, now tremble in fear of the Evil Necromancer, who can control the fabric of time itself with the dragon's eye. This overland adventure sends the onscreen hero on a journey across this fantasy land to find the powerful artifact and convey it to Fel City within 21 days.

The player moves through the world on a strategic map of the seven provinces, though the action switches to a tactical display when the swords come out of their scabbards. Movement and battle commands are input by the computerist using a set of single-keystroke commands, which are nicely summarized on a cardboard prompt aid supplied with the instruction booklet.

DRAGON'S KEEP

Sierra On-Line
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Educational
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $29.95

Audio Rating: Fair
Graphics Rating: Excellent
Play-Action Rating: Not Applicable
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Dragon's Keep is a high-res adventure for youngsters. The story is a kid-pleaser: a dragon has captured and hidden 16 animals, and the adventurer has to find and free them. It starts with a view of the cozy Cape Cod cottage where the dragon lives, then offers multiple choices of what the gamer can do or where to go. Depending on the choice, the next scene unfolds another beautiful high-res painting. The adventurer travels around the dragon's world, locating and freeing the animals that the beast has hidden. The vocabulary is at second-grade level, and the text is short, concise and easy to understand.

The graphics that accompany every scene are charming, but the soundtrack is minimal and adds little to the adventure. *Dragon's Keep* helps kids improve their reading skills in a pleasantly humorous way. In addition, the game comes with a large well-labeled map so the child can relate each location in the adventure with the area depicted, so that gamers also get practice in reading and understanding maps.

EAGLES

Strategic Simulations Inc.
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Combat/Shoot-out
Number of Players: 1-20
Controller Type: Keyboard
Suggested Retail Price: $39.95

Audio Rating: Excellent
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Outstanding
Overall Rating: 9

World War I aerial combat is the subject here and a war game has never been so painless. The Allied side can choose from Mieuports, Sopwiths and Spads, while the German side has Albatros, Hannover and Fokkers, among others, from which to select. There can be up to 20 different planes in each melee. The gamer can also select a time period or have the computer select one at random. Battle location and sky conditions are also factors in the game. At the end of each skirmish, the planes have either been shot down or returned to their home bases. The computer scores the damage and declares a winner. There are three historic scenarios, a campaign game and optional rules to add spice to the proceedings.

EMPIRE OF THE OVER-MIND

Avalon Hill
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $35.00
Category: Adventure
Number of Players: 1

Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Not Applicable
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

This text adventure will test your ability to think logically and reason your way through some moderately complex situations. The twin planetary system in which you live is under the tyrannical rule of the Over-Mind, a being of uncertain origins and, seemingly, immense power. As you explore the red and blue planets, you will fight monsters, gain treasures and generally work your way toward the final confrontation with the mad ruler itself.

A big plus is that there is more than one way to do things right in *Empire of the Over-Mind*. Some treasures are valuable for one strategy, yet may be only excess baggage if you're taking another tack.

ENCHANTER

Infocom
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Adventure/Task-Completion
Number of Players: 1 and up
Controller Type: Keyboard
Suggested Retail Price: $49.95

Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

This sword-and-sorcery quest casts the player as a novice sorceror. Equipped with only four spells and a spelltome, the neophyte must venture forth into the stronghold of an evil wizard to discover and disarm the dark forces that lurk within.

"Treasures" found along the way are actually spell scrolls. The idea is to save and use each spell at the appropriate time.

This full-text adventure features no graphics or sound effects. The computer describes the action in prose, and the player inputs directions by typing in full sentences on the keyboard.

A hint booklet and map is available.

EPOCH

Sirius Software
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $34.95
Category: First Person Steering
and Shooting
Number of Players: 1

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Your mission is simple: go forth with your spaceship and blast anything hostile into the "chorp" dimension. You control the ship with the paddles or joystick (the latter is greatly preferred) and fire at an array of enemy ships that come out of the trackless void to assault you. Since this missing won't be accomplished instantly, you can get a new supply of fuel and ammo by flying through the portal of a friendly starbase, and also actually travel backward in time by zooming through the gates scattered throughout the playing area.

EVOLUTION

Sydney
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Fantasy/Task Completion/
Multi-scenario
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: Not Available

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The gamer tries to evolve from an amoeba to a human in six easy, or maybe not so easy, steps. On each of those six screens, different movement of the joystick accomplishes different things. As an amoeba, you try to eat immobile DNA cells, while avoiding spores, microbes and antibodies. The other steps are tadpole, rodent, beaver, gorilla and human. Game saves the top 10 scores. If you succeed at the human level, the entire race is destroyed and you start over again at the amoeba stage, but at a higher difficulty level. Game promises 99 levels.

FALCONS

Piccadilly Software
Apple II — Disk/48K
Suggested Retail Price: $29.95
Category: Invasion
Number of Players: 1-2

Graphics/Sound Rating: Excellent
Play-Action Rating: Excellent
Overall Rating: 9

Faithful recreation of arcade game *Phoenix*, but with a few twists. Gamer sits, only horizontally mobile, at the bottom of the screen shooting at wave after wave of invaders. If successful against enough waves, the mother ship appears and another battle ensues. Gamer is armed with missiles and protective shields. Played with paddles, keyboard or joystick, but paddles work best.

FAX

Epyx
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Educational/Task Completion
Number of Players: 1-2
Controller Type: Keyboard
Suggested Retail Price: $29.95

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Excellent
Overall Rating: 8

Matching knowledge and quickness in response against the clock or human opponent is the challenge in this multiple choice test. Modeled after the arcade game of the same name, questions are drawn from four categories: grab bag, entertainment, history and sports. There are also three skill levels, a game clock, which counts down the amount of time left in the game and a score clock, which counts down the number of points a correct answer is worth for that question. A wrong answer earns no points and the gamer is chided by a dunce cap tipped atop the on-screen surrogate's head. A correct answer earns the number of points left on the score clock.

FEDERATION

Avant-Garde Creations
Apple II — Disk/48K
Suggested Retail Price: $29.95
Category: Scrolling Shoot-Out
Number of Players: 1

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Fair
Overall Rating: 6

Enemy fires so quickly upon appearing on the screen that shooting it down is nearly impossible. Game would probably be better if controlled by joystick.

FIVE GREAT GAMES

Avant-Garde
Apple II — Disk/48K
Suggested Retail Price: $29.95
Category: Miscellaneous
Number of Players: 1

Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Good
Overall Rating: 6

It would be hard to find a better value than five playable games on one disk for such a low price. Included are *Animal Bingo*, a game of logic and strategy; *Jungle Safari*, an African arcade nightmare; *Space Defense*, a standard shoot-out; *Sky Watch*, an eyesight and perception tester and *Air Traffic Controller*.

FINAL CONFLICT

Hayden
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Combat/Shoot-out
Number of Players: 1-2
Controller Type: Paddles
Suggested Retail Price: $34.95

Audio Rating: Good
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Good
Overall Rating: 6

Final Conflict is a game of robot conflict over a terrain that changes every game. Robots must be pre-programmed ahead of time for the battle to begin. Then there is little to do but wait for the robot to complete his tasks before he can receive a new set of programs. Among the visible pieces of terrain are small craters, large craters, buildings, lakes, woods and hills. Gamers can set the speed of the game, which can change from a fast-paced tactical game to a slower strategic affair. There are five standard battlefields, plus the ability to custom-design your own. East robots use one paddle, West robots the other. The objective is to destroy the enemy's Central Controller by running a robot over the enemy's home base.

FLIP OUT

Sirius
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Strategy/Task Completion
Number of Players: 1-2
Controller Type: Keyboard/Paddle/Joystick
Suggested Retail Price: $29.95

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Fair
Head-to-Head Rating: Good
Overall Rating: 7

Gamers start with 10 different marbles at the top of the course. Each course, and there are nine to choose from, is composed of a series of traps that can catch these marbles or let them go free. It is up to the gamer to drop the marbles at the right time in the right places so that they will make it down through the course before those of his opponent. There are three variations to these rules. One is Blitz, where there is a limited amount of time to make each move. Second is Tournament, where a game is played on each of the nine courses before a winner is declared. The final option is Reverse, where the gamer who keeps his marbles in the course the longest will win.

FORE!

Automated Simulations
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $29.95
Category: Sports
Number of Players: 1

Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

This is a somewhat more complicated simulation of golf than most of the other videogames on the subject, but it should be enjoyable even to those who don't get out on the links and bat the little white ball around. A pair of courses and a driving range (for practice) await the electronic golfer, with each hole depicted on a colorful graphics display that can distinguish among six types of terrain.

The player's performance on a given hole is a result of three decisions modified by the intricacies of the hole. The golfer chooses a club from a bag containing 15, lines up the shot and determines how hard the swing is to be. The display shows the flight of the ball during each shot.

FORTRESS

Strategic Simulations Inc.
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Strategy/Territory-grabbing
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $34.95

Audio Rating: Excellent
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Excellent
Overall Rating: 8

Each gamer plays a lord trying to gain dominance over the area where he lives. Control is attained by erecting castles. On each turn the player may build a castle on an unoccupied piece of land or he may fortify an existing castle. As each fortress grows in strength, it puts more pressure on surrounding castles of the opposition. A castle is under siege when the power against it is equal to its power. When the attacking power becomes greater, that castle is eliminiated and the square becomes vacant. Players are cast in either black or white and unoccupied squares under control of either the white pieces or the black will have a flag in that square denoting control. There are five different computer foes and the computer will learn from the strategies of the player he is facing as the games progress.

FORTRESS OF THE WITCH KING

Avalon Hill
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Fantasy/Strategy
Number of Players: 1-4
Controller Type: Keyboard
Suggested Retail Price: $25.00

Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Not Available
Solitaire Rating: Excellent
Head-to-Head Rating: Excellent
Overall Rating: 9

This quest to overthrow a powerful evil magician has elements of both strategy and adventure games. Each player commands a party which must explore territory, find gold and magic and eventually storm the fortress of the Witch King himself. The band which you lead through the enchanted land includes warriors, clerics, scouts, wizards, dwarves, elves, raiders—and a mule train to carry away the booty. The player must battle logistical problems such as how to keep all these people fed and happy, as well as more traditional dangers such as dragons.

Pushing the appropriate key lets the player view the strategic map, see the tactical display, cast a spell, take inventory or switch to the movement screen. The map of the country only becomes visible during the course of play, and it takes some exploring and the adroit use of scouts to construct a really useful map.

FREE FALL

Sirius Software
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $29.95
Category: Climbing (Inverted)
Number of Players: 1
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Tired of just hanging around? Push the action button and your on-screen representative lets go of the beam at the top of the playfield and begins his descent toward one of the four safe landing bays at the bottom. Along the way, he can latch onto one of the moving platforms that travels across the screen, each row heading in the opposite direction, as a means to re-orient the fall. But watch out for the deadly falling spikes!

The second level introduces bouncers that can spell death if one touches the free faller, and the third tacks on gunners that will shoot at you during the journey down the screen. This isn't quite as cute-looking as some other Mark Turmell programs, but it maintains his reputation for concocting games that really test your mental and physical faculties.

GALACTIC ADVENTURES

Strategic Simulations Inc.
Apple II
Medium/Memory Requirements:
48K — Disk
Category: SF/Action-Adventures
Number of Players: 1-2
Controller Type: Keyboard
Suggested Retail Price: $59.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Excellent
Overall Rating: 9

In this role-playing adventure system set in outer space, players start out by selecting a character from one of seven species, who is then rated in strength, dexterity, endurance, speed, intelligence, sensitivity, leadership, experience, weapon skills and advanced skills. He then rounds up his group of adventurers, as many as nine, gets them outfitted, trained and is ready to go out in search of adventure. There is a game disk, for setting up all the character traits and preparations and there is an adventure disk. The documentation has some historical background, which helps set up the adventures and a six-page section of playing aids.

GALACTIC ATTACK

Sir-Tech
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: SF/Strategy/Shoot-out
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $29.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

A real-time simulation of war in space. Gamer must recapture planets in his solar system from the Kzanta invaders. The mission includes stopping at each of these planets, driving off the enemy armies and transporting your armies in order to maintain control. There are three lengths of games from which to choose. Other adjustable parameters include the maximum number of Kzanta ships, the amount of damage necessary to kill a Kzanta, the maximum damage a single torpedo can inflict and the speed of the torps. The number keys control speed, while the course is laid in by typing the number of the degree which has been chosen for travel.

GALACTIC GLADIATORS

Strategic Simulations
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $39.95
Category: Combat
Number of Players: 1-2
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Outstanding
Overall Rating: 9

Enter the gladiatorial arena of the future with your custom-picked combat team to do battle against a similar squad commanded by another human opponent or the computer. Each of the various types of creatures (there are more than a dozen) are rated for such qualities as strength, endurance and dexterity, and there is a wide choice of offensive and defensive weapons available.

GO

Hayden
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Classic Strategy/Territory-grabbing
Number of Players: 1-2
Controller Type: Paddles
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Fair
Head-to-Head Rating: Good
Overall Rating: 6

The origins of this Oriental board game go back several centuries. The game is played on a grid with 19 horizontal and 19 vertical lines. The object is to place stones on the intersecting lines so as to completely encircle one of your opponent's stones, thereby removing it from the board. Points are scored and the winner determined, not only by the number of stones you have taken, but also the amount of territory you have staked out. The computer is a stout, but fair, opponent when the rest of the world has better things to do.

GOBLINS

Highlands Computer Services
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $27.50
Category: Adventure
Number of Players: 1
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Not Applicable
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 5

Take a fantasy trip to Goblin country with this illustrated adventure. The drawings are reasonably detailed, but are also a trifle on the crude side. Figure out the puzzles, fight the monsters and win treasures untold.

GRUDS IN SPACE

Sirius
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Action/Adventure

Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Fair
Solitaire Rating: Good
Head-to-Head Rating: Not Available
Overall Rating: 6

Your mission in this graphic adventure is to deliver a rare fuel to a ship stranded on Pluto. The adventure is complex and it will take numerous sittings to solve. There are several puzzles and lots of space exploration involved. Mapping the areas covered and saving the game often are good strategies. Vocabulary for the game isn't as large as some and simple verb-noun arrangements are needed to get anything accomplished. Other than the 'I' key, which will give you an inventory of your possessions, there are no other short-cut keys.

GUADALCANAL CAMPAIGN

Strategic Simulations
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $59.95
Category: Combat
Number of Players: 1-2
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Excellent
Overall Rating: 8

This electronic war game simulates a key phase of the Pacific Theater of the second world war for solitaire and head-to-head play. This program corresponds to the so-called "monster" non-electronic war games. Certainly, completing its 294-turn scenario is one significant task, even though *Guadalcanal Campaign* is easier to learn and faster to actually play than any conventional multi-map simulation.

GUARDIAN

Continental Software
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $29.95
Category: Maze-Shoot-out
Number of Players: 1
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The minute your on-screen defender-of-goodness fires a shot, the ring of assorted creatures circling the maze in the center of the display rushes directly at him with lethal intent. The arcader must employ a deft combination of marksmanship and movement to shoot the creatures while making for the teleport chamber that can transport him to the next-highest maze level. The hitch: the teleportation device moves from corner to corner randomly, changing position each time the guardian shoots a monster.

This game would receive much higher ratings if a programming oversight didn't make it possible for the guardian to slip through the ring of creatures and start the attack from outside of the deadly circle. A house rule that prevents the guardian from moving until he has fired at least one shot cures the deficiency, though.

HARD HAT MACK

Electronic Arts
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Climbing/Multi-Phase
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $40.00
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Working-class hero Hard Hat Mack battles vandals and OSHA reps to finish construction of this three-screen building. In game terms, he must pick up girder sections one by one, fit them into the gaps in the superstructure, and then use the sometimes-elusive riveting gun to weld them into position permanently.

Each playfield actually includes several levels of construction. Mack uses assorted methods to get around the screen, including elevators, a jump board, ropes and conveyors. Pushing the appropriate key before starting play allows Mack to begin on the second or third screen rather than the first.

THE HEIST

Micro Lab
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Climbing/Multi-Screen
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $35.00
Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

You're Graham Crackers, and there's a whole museum — 144 rooms packed with artwork — just waiting for you to steal. That's the premise of this beautiful-but-deadly design from Mikes Livesay and Mooney. The fly in Mr. Crackers' ointment is that the museum is also packed with alarms, mobile guard robots, locked doors and hazards of every description. Graham can jump small gaps in the floor, leap some (but not all) of the obstacles, and destroy the robots at the cost of one of the limited supply of keys dotted around the multi-screen playfield.

The Museum is a three-story building. Graham goes from floor to floor by a variety of methods, including jumping down, escalators, ropes, lifts and elevators. The animation is superb, making this sometimes-frustrating contest a feast for the eyes as well as a stern challenge.

HIGH RISE

Micro Learn
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Educational/Strategy
Number of Players: 1-2
Controller Type: Keyboard
Suggested Retail Price: $35.00
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

High Rise is very much like computerized building blocks, but it's not just for kids — the whole family can get involved. The object is to create a stable structure using the various shapes and sizes of blocks available. The on-screen hero selects the block he wants to use from one of five delivery chutes, then pushes the block to the loading dock — a springboard tat catapaults it to the tower. The piece flies to the top of the structure and balances there, if the player has made a good selection. Then it's back to the delivery chute to pick another. But the fun comes in trying to choose a block that will balance. They aren't all the same size or even shaped similarly. It's necessary to pick carefully, so the tower will stay level and provide a good base for the next block. A wrong choice makes the whole thing tumble down. The educational payload is very subtle, and most gamers will never realize it's an educational program. But it requires good judgement and advance planning to keep the structure growing, so the game promotes patience and careful strategy, along with helping players develop a sense of how various shapes fit together. At the lowest levels, *High Rise* is easy enough for even very young children.

HI-RES COMPUTER GOLF

Avant-Garde Creations
Apple II - Disk/48K

Suggested Retail Price: $29.95
Category: Sports
Number of Players: 1-4
Graphics/Sound Rating: Good
Play-Action Rating: Outstanding
Overall Rating: 9

Hard to imagine a better simulation of links action. Gamer must select club, swing strength and direction of swing. Then the gamer must physically carry out the perfect swing or a slice, hook, top or undercut will result. Game has all the real golf hazards, water, trees, hilly greens, sand traps and even wind. Also a plus is five 18-hole courses available with the possibility of more on the way.

HI-RES COMPUTER GOLF 2

Avant-Garde
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Sports/Ball and Paddle
Number of Players: 1-4
Controller Type: Paddle
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Good
Head-to-Head Rating: Outstanding
Overall Rating: 9

From the master disk's demonstration game to its step-by-step instructions and on to the pro courses diskette, this package does everything except make you carry your own clubs. Game can be played with an automatic swing function, which will insure a straight and sure shot each time. The gamer can also pick the more difficult manual swing mode where the golfer must hit a key eight or nine times (depending on the shot) to take the club head through the arc of a downswing to get that perfect contact. There are sand traps, water hazards, trees, wind and different tee positions and pin placements each time around.

HORSE RACING CLASSIC

Tazumi Software International
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $36.95
Category: Sports/Gambling
Number of Players: Any
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Fair
Solitaire Rating: Outstanding
Head-to-Head Rating: Outstanding
Overall Rating: 8

One hundred horses, many of which sport the names if not the bloodlines of championship steeds of the past, are available to run in the nine-race program. The computer gives handicappers $100 pocket money as a stake, and provides accurate information about each horse's performance in the previous couple of races, as an index to predicting probable finishes in the event at hand.

Once all the bets are down, the display shifts to a representation of a track. Here, in crude-but-servicable animation, the actual race is won, the winners are posted and the victorious bettors collect all their loot. *Horse Racing Classic* is about as close as you're likely to come to the sport of kings without visiting a real track.

INFIDEL

Infocom
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Adventure/Task-completion
Number of Players: 1 and up
Controller Type: Keyboard
Suggested Retail Price: $49.95
Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

After being left in the desert by a mutinous digging crew, the player must single-handedly survive the harsh trip further into the sands to investigate the rumor of a long-lost pyramid.

Armed with a partial heiroglyphics dictionary, (hopefully) a navigation box, and other equipment found along the way, the explorer's quest is to find and enter the pyramid, then unravel the puzzles that lead to priceless treasures.

The game is packaged with a vellum map, plus two humorously-written letters which explain the scenario. Hint booklets are available for novices.

INVASION ORION

Automated Simulations
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $24.95
Category: Combat
Number of Players: 1
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 5

The aliens are coming and, as admiral of a heavily armed spacefleet composed of up to nine warships, your task is to stop them at all costs. Your vessels are equipped with a variety of formidable weapons, but you must use great care in allotting your limited supply of energy to the various functions which require power on each craft.

There are 10 scenarios, ranging from ship-vs-ship dogfights to small fleet actions, included. *Invasion Orion* can be played at three different skill levels.

JUGGLER

Innovative Design Software
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $29.95
Category: Catch
Number of Players: 1
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

As the juggler moving back and forth across the bottom of the screen, you must keep the three objects on the screen in the air at all times. There's a chute on the left and a maze on the right to slow down the Earthward trip, but mostly you'll have to launch rays from the juggler's hands that will keep the items flying. Hitting the space bar repeatedly increases the number of supporting "dishes", helping you push the ball, ax or whatever a bit higher.

At the start of play, the arcader can choose one of seven skill levels. The game will automatically advance in difficulty whenever the player successfully juggles the objects until the on-screen countdown clock reaches zero. The higher the level, the smaller, flimsier and weaker the "dishes" grow.

JUMP JET

Avant-Garde
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Combat/Scrolling Shoot-out
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Available
Overall Rating: 7

There are two missions in this combination air/sea battle. First concern is to have the jets protect the Loyal Fleet from cruisers, submarines and Kamikaze pilots. The jet does have to land on the fleet's carrier from time to time to reload and occasionally to refuel, although it is possible to gas-up without returning to the carrier by docking with the fuel plane. The second mission is to overtake the island located at the far right of the playfield, several screens across. The rocket launchers on this island must be destroyed to accomplish this. If all the enemy's forces have been stomped out, gamers can land their jet and accept the opposing general's surrender. If any of the forces remain, the general will come out and blow your jet up.

KAMIKAZE
Hayden Software
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $34.95
Category: Invasion
Number of Players: 1
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

While on patrol in the Pacific Islands during World War II, your ship comes under attack from the Japanese airforce. High and low altitude bombers streak across the sky, one at a time, in opposite directions, dropping bombs on your craft as they pass. You start with a supply of five ships, but you'll begin losing them faster as dive-bombing suicide planes and floating mines add to the dangers which you must confront.

KING CRIBBAGE
Hayden
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Classic Strategy/Cards
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Fair
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Available
Overall Rating: 6

Faithful recreation of the combination card/board game. Players try to score points from hand and from the crib by keeping the right cards, discarding prudently and playing the right card at the right time during the game. Sound complicated? It really isn't with the computer keeping track of all the points and letting the player know if he tries any illegal moves. It is possible for the player to play multiple games, with the computer keeping track of games won.

KNIGHT OF DIAMONDS
Sir-Tech
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Fantasy/Action-Adventure
Number of Players: 1-6
Controller Type: Keyboard
Suggested Retail Price: $34.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Good
Head-to-Head Rating: Excellent
Overall Rating: 9

If you have 13th level players from Wizardry who have grown bored in The Proving Grounds of the Mad Overlord, this is the next logical step. The scenario is a six-level, three-dimensional maze. Both the maze and the monsters hidden within are in high-resolution graphics. In the battle of the castle of Llylgamyn, both the hero and the castle itself disappeared. To solve this adventure the gamer must get back the staff of the famous Knight of Diamonds before the entire city crumbles. Up to six players are shown on the screen at a time with a quick rundown on their status.

LANCASTER
Silicon Valley
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Cute/Playing & Shooting
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: Not Available
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Unusual bubble blowing bugs are threatening Earth and must be eliminated. When you shoot the bubbles, larvae within the bubbles are released. When the larvae turn into deadly insects, they too can be shot. The bubbles are different colors and there is a rotating bar that rolls across the bottom of the screen. When the colored balloon touches a section of the bar that is a corresponding color, that section of the bar disappears. When all the sections of the bar are gone, bonus points are scored and an extra ship earned. There are six levels of play.

LASER BOUNCE
Hayden Software
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $34.95
Category: Combat
Number of Players: 1-2
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Excellent
Overall Rating: 7

The two cities which occupy the left and right sides of the display have fought so long that it's getting progressively harder to launch a direct attack. The only way for one combatant to hurt the other is by bouncing laser beams off passing satellites in such a way as to reflect the destructive energy over the central defense wall and into the opposing city.

There are two types of satellites. One sends any ray which hits it straight down to the ground and the other causes the angle of reflection for the ray to be the same as the angle of incidence. Each city also has a shield, activated by moving your aiming cross-hair all the way to the side and hitting the button. There are two limitations: you can only use the shield three times in a row, and it must be energized before a beam reflects off a satellite.

LAZER MAZE
Avant Garde Creations
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $29.95
Category: Strategy
Number of Players: 1
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Figuring the angles is the key to success at this strategy game which utilizes the complication of a maze as its prime element.

The idea is to quickly figure out where a laser blast, fired from a random point along the edge of the maze, will emerge after bouncing off randomly positioned deflectors. The speed and accuracy of your determination of the ray's probable path produces the score.

LEGEND OF LLYLGAMYN
Sir-Tech
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Fantasy/Action-Adventure
Number of Players: 1-6
Controller Type: Keyboard
Suggested Retail Price: $39.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Excellent
Overall Rating: 8

Third adventure in the Wizardry series, but different from Knight of Diamonds in that any level adventurer can venture here. The problem with the land of Llylgamyn this time seems natural enough. In fact, Mother Nature seems to be at the root of all the trouble, wrecking vast areas of land with tidal waves, earthquakes and the like. The sages have said the unrest in the earth is due to the theft of the mystical orb by the dragon L'kbreth. There is the ritual preparation and then the Rite of Passage Ceremony which each adventurer must pass before attempting this journey.

LODERUNNER
Broderbund
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Climbing and Digging/ Multi-Phase
Number of Players: 1
Controller Type: Joystick (2-button) or Keyboard
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

There's plenty of action in *Loderunner*, but the real accent must be on developing and implementing effective tactics if you aspire to work your way through the 150 "treasury room" playfields included on the program. The on-screen hero is a commando penetrating deep into enemy territory with a mission of making off with gold reserves that could eventually be used to pay for deadly offensive weapons.

The typical *Loderunner* playfield is composed of horizontal brick platforms connected by ladders, hand-over-hand bars and trap doors. The joystick moves the commando around the playfield to scoop up the gold. One action button causes the hero's laser drill to dig a pit behind one, while the other does the same in front of his position. Making one of the pursuing guards fall into such a hole is the only method that forces him to give up any gold he might be carrying. Digging is also useful for getting into buried treasure and for carving a quick-escape route when the guards have the hero surrounded.

When the commando has picked up all the gold, an additional ladder appears on the playfield which he can ascend to get to the next screen. The gamer gets three Commandoes, plus an extra man for each completed playfield.

MARS CARS
Datamost
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $29.95
Category: Maze-Chase
Number of Players: 1
Audio Rating: Good
Graphics/Sound Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

The treasure vaults of the red planet beckon, but you'll have to dismantle the chambers brick by brick, using your exploration vehicle, while dodging the automotive robots which the long-dead Martian race built to protect its wealth. Once you pick up the treasures found in each corner of a playfield, you may exit through the portal on the right edge of the screen, moving onward to even greater challenges in the next vault.

MASK OF THE SUN
Ultrasoft
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $39.95
Category: Adventure
Number of Players: 1
Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

The hunt for the eldritch artifact will take you deep into ancient pyramids in this spectacularly illustrated adventure which, at its publication, represented a major artistic advance over earlier use of pictures to enhance text quest games. When your on-screen hero moves from place to place, the shift is smoothly animated instead of an abrupt switch to another still-life drawing. That is, if you're driving toward something in your jeep, you will see it appear in the distance and grow larger as you near it. Some of the drawings are even animated, and you'll see some strange transformations and such in *Mask of the Sun*.

The artwork itself is excellent, fully up to the best the field has to offer. All these frills surround a solid storyline.

MAX COMMAND
Rockroy
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Combat/Territory-grabbing
Number of Players: 1-2
Controller Type: Keyboard
Suggested Retail Price: Not Available
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Excellent
Overall Rating: 7

Combat game with no historical perspective and armies of completely even balance. Therefore, strategy and tactics will win the war, possibly combined with a bit of luck. A random map will be generated each time the game is played with mountains, lakes, swamp and forest. There is a War Room Console that lists a continuous map display, command options, grid activator, as well as weather and turn cycle indicators. Tactical points are awarded for opponent's weapons destroyed. Each Strike Group consists of armored infantry, Shikari tank groups, mobile laser artillery, dart intruder squadrons, Perseus missiles and The Max One. There are three game options and games can be saved to disk.

MAZE CRAZE CONSTRUCTION SET
Data Trek Inc.
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Maze-Chase/Exploration/ Shoot-out
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $39.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 6

For those not tired of maze games and with the feeling that he or she could create a game more popular and more challenging than what's already on the market place. Features include a maze editor, which allows the creator to put in monster cages, one- and two-player flags, tunnels, energizers, bonus points and even alter the color. Then the character editor allows the gamer to control what the gamer's on-screen image will look like, as well as whatever demons he chooses to populate the maze. Finally, there is a game editor, which allows al the game parameters to be saved together in a playable contest that can be saved onto disk.

MICROWAVE
Cavalier
Apple II — Disk/48K
Suggested Retail Price: $34.95
Category: Maze
Number of Players: 1-2
Graphics/Sound Rating: Outstanding
Play-Action Rating: Excellent
Overall Rating: 9

Play the part of Teddy the Salvage Man, who must scout throughout spaceships, repairing computers and picking up useful equipment scattered throughout. But life isn't all that simple. Teddy must work fast to keep his life support system operating while also avoiding aliens and their strategically-placed bombs. Only Teddy's wits and his microwave dish blasts can complete the tasks. Controls are by keyboard or joystick. Musical sound effects are almost *too* good to believe.

MILLIONAIRE

Blue Chip Software
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Financial/Task Completion
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $59.95

Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

A stock market simulation not for the faint-hearted or the uninformed. Game can be played on six levels, from novice to Millionaire. Some of the companies included are IBM, Exxon, Sears, General Motors and U.S. Steel. Some of the things the gamer can choose to do off the menu include: display graphs, display journal and stock changes, display stock and option prices, display stock portfolio, start a buy transaction, start a sell transaction or borrow against net worth. The 26-page instruction manual includes a quick history of the 15 companies included in the game as well as a quick overview of the rules of big business and high finance.

MINER 2049er

MicroFun
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $44.95
Category: Climbing
Number of Players: 1-2

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

As Bounty Bob, a prospector of the future, you must comb every inch of each of 10 mining stations in a hunt for mineral wealth. This requires making Bob jump chasms, defeat mutants (after finding the rainbow-colored Apples that make them temporarily vulnerable), and wrestle with play features such as slides, moving platforms and elevators — all at top speed to preserve as much of the bonus as possible.

Each mining station screen introduces a new play feature. By the final playfield, Bounty Bob is chomping dynamite so that he can hop into a waiting cannon and rocket to the top of the playfield like a cannonball.

MINIT MAN

Penguin
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Combat/Line-building
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $19.95

Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

As a Minit Man, the object of this game is to load and launch three missiles before time runs out or you are destroyed by enemy robots. The missiles will be loaded automatically, but only after the destroyed bridge is repaired and that isn't done automatically. Once the bridge is repaired and the missiles loaded, the Minit Man must enter the building and reach the launch computer for three launches to move to the next level. Using the joystick, the Minit Man controls the helicopter to pick up bridge pieces and complete the construction. When that is completed and the train with the missiles can cross the bridge, Minit Man must land on the building or the landing pad and avoiding robots and mines, work his way to the launch computer. Time is working against Minit Man, so be quick.

THE MISSING RING

Datamost
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Fantasy/Action Adventure
Number of Players: 1-5
Controller Type: Keyboard
Suggested Retail Price: $29.95

Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Fair
Head-to-Head Rating: Good
Overall Rating: 8

Within an enchanted palace there are myriad rooms and corridors. It is within this maze that the magical rings can be found. Actually only two players can play simultaneously, each with a set of command keys at opposite ends of the keyboard. The group of up to five adventurers can remain together or go their separate ways and the game can be saved as many as nine times. After each save, the gamer may visit the merchant to spend any riches gathered on items needed to further the quest. Each player's move is indicated on the prompt line and there is a limited amount of time for each character.

There are 13 keys for each character's control.

MONEY MUNCHERS

Datamost
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Fantasy/Maze-chase
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Fair
Head-to-Head Rating: Not Available
Overall Rating: 6

Imagine a maze lined with money and only you around to pick up the loot and make off with it. Too good to be true? Well, sort of...you see there are these spiders who, for some reason or another, don't like anyone taking off with the green stuff. The snakes ignore the money — they just like chasing people. The maze is chosen from thousands of random selections and the "only" obstacle to reaching the next maze is to clear the one before it of money before the snakes and spiders clear the maze of you.

MONSTER MASH

The Software Farm
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: Pending
Category: Maze-Chase
Number of Players: 1

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The monsters are getting ready to break out of the graveyard and have a bit of nocturnal fun at the expense of the local village. Fortunately, you have installed monster mashers into each tombstone. As the creatures appear on the screen, usually but not always in the upper left-hand corner, the computerist plays keys 1-4 to move the gates which channel the route the creatures are taking, and plays 5-8 to work the mashers. In the basic game, each function can be activated with a single button. The advanced level gives the player a chance to use more subtle strategy by assigning each row of gates and each row of mashers to a different key.

MONSTER MAZE

Automated Simulations
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $39.95
Category: Maze-Chase
Number of Players: 1

Audio Rating: Good
Graphics Rating: Good

Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Monster Maze differs from the usual maze-chase game in that the player sees the corridors as he or she would, if he were actually running along them instead of looking down from above. There is an overhead version of the labyrinth, but it draws only fleeting glances from players anxious to find out where they are in the overall scheme of things. Most of the time, you'll be studying the mouse-eye view that dominates the screen.

The game's play mechanics are relatively straightforward. You move through the corridors, scooping up gold bars and avoiding any confrontation with the monsters unless you have first managed to gobble up an energizer. The maze contains nine floors of action, whereupon things start all over again at a more taxing level of difficulty.

MONSTER SMASH

Datamost
Apple II
Medium/Memory Requirements:
48K — Disk
Category: SF/Maze-chase
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Available
Overall Rating: 7

Being the master of the local graveyard isn't exactly everyone's idea of dream employment. On the cover of the documentation for the game it says, "It's midnight. Do you know where your monsters are?" Certainly appropriate here as you must use the headstones to crush the monsters before they can leave the cemetary gates and bring havoc on the neighboring town. But you can't just go around destroying everything that moves, because there are townspeople that come through visiting their dear departed. In the early rounds, one number key controls all four gates and one number key controls all four columns of tombstones. As the game progresses, you have to use a specific key for a specific column or gate. Lively fun.

MONTY PLAYS SCRABBLE

Personal Software
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Strategy/Word Building
Number of Players: 1-3
Controller Type: Keyboard
Suggested Retail Price: Not Available
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Outstanding
Overall Rating: 9

Made for all Scrabble addicts who either have trouble misplacing letter tiles or have trouble finding worthy opponents. This version has all the necessary ingredients included without needing any board and supplemental paper. Only other necessary equipment is a good dictionary for challenges. Monty will often challenge your words and sometimes it is a good idea to challenge his. Monty knows 54,000 words, but how far into that vocabulary he delves depends a great deal on the skill level (and there are three) selected. The gamer can also call Monty back from his thought process at any given time to make his best play. Monty also keeps score of the game and enables the players to save a game to disk at any time and return to it later.

MORLOC'S TOWER

Automated Simulations
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $19.95
Category: Adventure
Number of Players: 1
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The city of Hagedorn will be a mound of rubble when the new moon rises tonight, unless you, Brian Hammerhand, fight your way into the tower of the evil warlock Morloc and slay the arch villain in his den before the fiend can carry out his dastardly plan. A dozen different monsters, including the wily wizard, will challenge your skill in 30 rooms. Prizes include a magic sword, three rings, amulets and more.

MURDER BY THE DOZEN

CBS Software
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Strategy/Multi-Scenario
Number of Players: 1 and up
Controller Type: Keyboard
Suggested Retail Price: $34.95
Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Not Applicable
Solitaire Rating: Outstanding
Head-to-Head Rating: Outstanding
Overall Rating: 9

Take magnifying glass and fingerprint kit in hand and try to solve one of the dozen crimes, all set in the fictional town of Micropolis, in this detective program for one or more sleuths. When prompted by the computer, a detective chooses from a numbered list of options that includes interrogating any person within reach, searching for physical evidence or journeying to another location.

When questioning witnesses or looking for clues, the program generates a list of coded numbers. These are looked up in a special clues book. A message appears once the gumshoe strings the decoded words together. This system keeps players from gaining extra information, even inadvertantly.

The detective who is the first to correctly answer the questions needed to wrap up the case is declared the winner. The machine prints out a descriptive rating, mostly based on how many turns of play it took to reach a solution.

NAPOLEON'S CAMPAIGNS: 1813 & 1815

Strategic Simulations
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $59.95
Category: Combat
Number of Players: 1-2
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Not Applicable
Solitaire Rating: Outstanding
Head-to-Head Rating: Outstanding
Overall Rating: 10

Two major battles are covered in this electronic war game, Leipzig (1813) and the more famous Waterloo (1815). Two-player versions of both are provided, or you can play solo. In that event, the computer can conduct a satisfyingly intelligent campaign as the Allies in Leipzig or as the French in Waterloo. The course of the battle is clearly depicted on multiple high-res color graphics screens with numerous computer-stored play-aids to help the commanders supervise operations. Doing much to enhance the "fog of war" is that all orders are given and all reports received through dispatches.

NEPTUNE

Gebelli Software
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $29.95
Category: Scrolling Shoot-out
Number of Players: 1
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This time, it's robot *amphibians* that are causing a whole lot of trouble. As the commander of the submarine Neptune, your job, in this spine tingling scroller, is to search out and destroy the enemy. Too bad, some of the enemy's minions are impervious to both your bombs and lasers, eh? These must simply be avoided, and that isn't always an easy task as quarters can get stiflingly close as you navigate the undersea channels.

NEW WORLD

Epyx
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Strategy/Territory-grabbing
Number of Players: 1-3
Controller Type: Keyboard
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Fair
Head-to-Head Rating: Good
Overall Rating: 8

Exploration, conquest and gathering riches in the Americas circa 1495-1600 is the theme here. One to three can play, taking the roles of Spain, France and England. The computer will round out the field if less than three play. Each round represents five years, so a complete game is comprised of 22 turns. At the beginning of a round, some of the things you might want to do include: make purchases, launch expeditions, transfer personnel, attack natives, transfer ships, load gold, search for gold and return to the convoy. The objective is to gain control of as many colonies and to populate them with as many colonists as possible, returning any gold to your country's treasury. At the end of the game, the computer awards points and declares a winner.

NIGHT FALLS

Omega Microware Inc.
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Fantasy/Invasion
Number of Players: 1-2
Controller Type: Paddle
Suggested Retail Price: Not Available
Audio Rating: Good
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

A city dies whenever Night Falls, at least without a serious, capable commander in charge of defense. Absolutely the most complex invasion game ever devised. Far from being a point-building contest, no matter which of the nine skill levels is being attempted, the high score saved is the highest number of days the city was able to survive under your guidance. The more of the enemy you are able to destroy within a night's battle goes a long way toward how much of the city you are able to rebuild during the daylight. The Cosmic Reactor is the city power source you are protecting. When it is gone, so are your chances. There isn't room to describe all of the features aptly outlined in the 22-page documentation, but for those who thought invasion shoot-outs were only mindless child game, this is the ticket.

NIGHTMARE GALLERY

Synergistic Software
Apple II — Disk/48K
Suggested Retail Price: $34.95
Category: Target
Number of Players: 1
Graphics/Sound Rating: Excellent
Play-Action Rating: Excellent
Overall Rating: 8

Another outing similar in play mechanics to *Centipede*, only this time the opponents are werewolves, vampire bats, ghouls, ghosts and mummies. Gamer controls gun at bottom of screen with an unlimited supply of ammunition and a limited supply of shields. Points are awarded for shooting down scary foes. Play is accomplished through keyboard or paddles, and both work well.

ODYSSEY

Synergistic Software
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $30.00
Category: Adventure
Number of Players: 1
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This is part of a continuing series which has, as its immediate sequel, *Adventure to Atlantis*. Combining elements of both the action adventure and straight-out arcade contests, this illustrated program sends the would be hero across the Sargalo Sea to explore the island — *and* the castles and caves it contains. Ultimately, your goal is to put together the necessary men and material to defeat the Caliph of Lapour.

OIL BARONS

Epyx
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Financial/Task Completion
Number of Players: 1-8
Controller Type: Keyboard
Suggested Retail Price: $53.00
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Fair
Head-to-Head Rating: Excellent
Overall Rating: 8

Seldom has a computer game gone to such lengths in terms of creative packaging. Included are a game board, a game disk, company markers, active well markers, dry hole markers, for-sale markers and oil derrick markers. All are needed to help keep track of what has been done and where. A piece of paper could do the job as well, but not so royally as with this method. We are talking oil and high rollers here. There are nine different versions of the game including a regular reality game and a quick version. Each game can be saved to disk for resumption later. Options available each turn include the auction, private land deals, surveying, drilling, royalty payments, financial statements, news events and special announcements. Feels real enough to make you wipe the crude off you hands.

OLYMPIC DECATHLON

Microsoft
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Sports/Task Completion
Number of Players: 1-6
Controller Type: Paddles
Suggested Retail Price: Not Available
Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Outstanding
Overall Rating: 10

Bringing the 10 events of the modern decathlon to the screen is no small feat, but to bring it with realism and excitement is a major accomplishment. It will take quick reflexes, clear-cut strategy and even physical endurance to score a win here. The program allows for practice runs in as many of the events as you'd like before the decathlon begins. Some events use keyboard and some paddles. The computer scores your performance against the current world record. Tying the world record would give 1,000 points and it is possible, however rare, to get more than 1,000 in any event. Bruce Jenner's record of 8,618 is a more realistic mark to shoot toward. On-screen animation is fluid and the musical opening is worth showing friends who aren't even interested in sports or computer games.

PANDORA'S BOX

Datamost
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Fantasy/Scrolling Shoot-out

Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Poor
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 3

Once you boot this disk, Pandora's Box is open and most of the world's troubles are unleashed. Gamers must recapture them to keep the world from forever suffering from their escape. Players are poised high above the ground, hidden in a cloud. As the loosed horrors are pursued, lightning bolts are employed to shoot them down and return them to the box. There are two levels of play to choose from at the game's opening. Each level has a time limit in which all the creatues must be captured. Any creature not returned to the box at any of the first seven levels returns to haunt you at level eight, if you make it that far.

PENSATE
Penguin
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Board Strategy
Number of Players: 1-2
Controller Type: Keyboard
Suggested Retail Price: $19.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Outstanding
Overall Rating: 8

To come up with a totally original board strategy game isn't an easy task, but Pensate does the job. The object of the game is for a player to get his piece from the bottom of the board to the top without being landed upon by the computer's pieces and/or another player's piece. There are 10 different types of pieces the computer can have on the board and each type moves differently in respect to the move just made by the player's piece. There are two modes of play. One is practice, where you control what pieces the computer has and where they'll be placed on the board, and the other is tournament, where the computer decides. The player can also select the number of pieces the computer has on the board, the skill level, the speed of the game and the number of moves ahead a player is required to input before any action takes place.

PENTAPUS
Turning Point
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Fantasy/Invasion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Fair
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

The gamer must battle an army of mutants led by the powerful and deadly Pentapus, which for all intents and purposes is merely a five-tentacled octopus. There are four levels of play including a special one made for kids. The joystick controls a colored box on the screen which is the physical image of the Stargate. When the box is centered over one of the mutants, a press of the joystick button causes the mutant to vanish. Complete all four levels and you'll be ready to go face-to-face with Pentapus. The second joystick button reduces the size of the Stargate on the screen, making it more difficult to center over a mutant, but also making it harder to be hit by mutant fire.

PIE MAN
Penguin Software
Apple II — Disk/48K
Suggested Retail Price: $29.95
Category: Miscellaneous
Number of Players: 1
Graphics/Sound Rating: Good
Play-Action Rating: Excellent
Overall Rating: 8

Gamer is given the job of putting topping and cherries on pies as they come off a conveyor. If he isn't quick enough the pie will drop off the end of the conveyor and splash on the floor. When that happens seven times the game is over. Grease spots on the floor, sacks of flour sitting in the way and a tipsy baker who occasionally stumbles through are the main obstacles. Besides a display of the number of pies you've completed, there's also a rating from lead baker down to "you're fired".

PIG PEN
Datamost
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $29.95
Category: Maze-Chase
Number of Players: 1
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Here's an unusual, if slightly off-putting switch on the standard eat-the-dots contest. You're a pig in a pen, and as the other swine chase you, you lay down a little trail of dots in your wake. The wild pigs will rake you with their tusks if they catch you, unless you gain extra energy from the pulsating pig pills found at strategic locations within the maze.

PINBALL CONSTRUCTION SET
Electronic Arts
Apple Computers
Medium/Memory Requirements:
32K — Disk
Category: Construction Set
Number of Players: 1-4
Controller Type: Joystick
Suggested Retail Price: $40.00
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Players can choose any of the five ready-made pinball games on the disk, or can construct their own with the game's design-it-yourself feature.

To design a personalized pinball game, the player manipulates an on-screen hand to pick up flippers, alleys, bumpers, etc. and place them on the playfield. Different options allow the pinball designer to set point values, change the elasticity of the bumpers, set the speed of the game, redesign or color the table itself, and plenty more.

An especially nice option allows players to make copies of their original pinball games to give to friends.

PINBALL PARADISE I & II
Golden Knight Software
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Pinball
Number of Players: 1-4
Controller Type: Paddles
Suggested Retail Price: Not Available
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Excellent
Overall Rating: 7

Each disk contains four pinball games created with Bill Budge's Pinball Construction Set. On the first disk is Power Play, Speed Ball, Xcito and Zontar. Xcito is the big scorer of those four with top violet lights worth 20,000 and nothing on the table worth less than 5,000. The second disk contains Astroball, where two targets can be worth 100,000, Cyclone, Lightning Bolt and Starfire. Lightning Bolt as a pair of bonus multipliers to help create some really eye-popping scores.

PLANETFALL
Infocom
Apple Computers
Medium/Memory Requirements:
48K — Disk

COMPUTER SECTION/**APPLE**

Category: Adventure/SF/
Task Completion
Number of Players: 1 and up
Controller Type: Keyboard
Suggested Retail Price: $59.00
Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

The player is cast in the role of an interplanetary space cadet who gets shipwrecked on an uncharted planet. The first order of the day is to find enough food and rest to survive the ordeal, then — with a little help from a hypersensitive, "cutesy" robot named Floyd — to save the planet from certain doom.

Packaged with background information such as a letter to the folks at home, several intergalactic post cards, and a stellar I.D. badge, the game was obviously written with tongue in cheek. Hint booklets and maps are available.

POLICE ARTIST
Sir-Tech
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Mystery/Task Completion
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

There are three games included on this disk: police lineup, police artist, and off-duty. In police lineup, you'll be given a quick look at the culprit and then you'll see a series of faces from the lineup. To reject the faces that don't match, hit the spacebar and to identify your man (or woman) hit the return key. A reward is earned for each correctly identified culprit. Play continues until you either reject the guilty party or pick out an innocent party. There are four levels of play for that game. In Police Artist, you must reconstruct the face of the culprit. The game has four levels and your score depends on the number of seconds you must look at the culprit's face to reconstruct it. Lowest score is best. Off Duty is just a face-making utility and is strictly for laughs.

POLLYWOG
Top Notch
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Fantasy/Task Completion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: Not Available
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Through 64 levels of play the gamer starts as a Pollywog and then has the potential to grow into a frog, or several frogs. Eating the nourishing algae is the way to grow from pollywog into frog. Getting eaten by the creepies or the killer fish is the way to end the game. There is strategy at each level. Knowing when is the best time to lay eggs, clear algae from the screen and move up a level or eat creepies is a decision that could affect your point total as well as the possibility that the frog might even turn into a handsome prince.

POOL 1.5
Innovative Design Software
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $34.95
Category: Sports
Number of Players: 1-4
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Excellent
Overall Rating: 8

This hi-res pool program for the Apple plays four different versions of the popular table sport: eight-ball, rotation, straight pool and nine ball. One to four cue-sters can participate, with a pair of participants alternating on each paddle controller.

The shooter aims the cue ball with the paddle, noting where the aiming line, which emanates from the ball, indicates it will travel after the shot, and then establishes both the speed of the shot and any "english" to be put on the sphere.

This is a fine simulation. It even has a slow motion replay

PROFESSIONAL TOUR GOLF
Strategic Simulations Inc.
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Sports/Task Completion
Number of Players: 1-4
Controller Type: Keyboard
Suggested Retail Price: $39.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Excellent
Overall Rating: 9

Over two courses, on the fictitious "Apple Tree," the other the world-famous Pebble Beach, the most reknowned golfers in the world tee off and you're the one who puts the club in their hands. Clubs offered include four woods, nine irons and a pitching wedge. Graphically represented on the screen for each hole is the green, trees, water hazards, sand traps and out-of-bounds. There are 20 famous golfers included on the disk such as Sammy Snead, Jack Nicklaus and Arnold Palmer. It is also possible for the gamer to create a famous golfer out of the past in patchwork fashion or even a golfer modeled after his own real-life golf game. More courses are under development and possibly more golfers, too, for future releases.

QUADRANT 6112
Sensible Software
Apple II — Disk/48K
Suggested Retail Price: $34.95
Category: Invasion
Number of Players: 1
Graphics/Sound Rating: Excellent
Play-Action Rating: Excellent
Overall Rating: 8

Gamer is assigned to guard a quadrant in space, in a ship armed with a laser cannon and a limited supply of heat seekers. Points are scored for destroying aliens, but also, in a novel thought, for completing a scouting trip around the quadrant. Game uses paddles. Button is used both to fire and to turn on thrusters and move the ship around the screen.

QUEEN OF HEARTS
Strategic Simulations Inc.
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Pinball/Target
Number of Players: 1-4
Controller Type: Paddles
Suggested Retail Price: $34.95
Audio Rating: Excellent
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Excellent
Overall Rating: 8

Bearing very little resemblance to the song of the same name, this game is a lively reproduction of the classic flipper contests that used to be an arcade staple. All the 'Pinball Wizards' will find this table's features familiar: drop targets, pop bumpers, dual levels with flippers at each, roll-overs, sling shots, plungers, kick holes, bonus balls and multipliers. There are keys to turn the sound off, freeze the game and jiggle the table (or tilt it). A heart at the lower center of the table keeps track of the bonus points. When more than one gamer plays, alternate turns are taken and a running score is displayed at all times. Top scores are saved to the disk.

THE QUEST
Penguin
Apple Computers
Medium/Memory Requirements: 48K — Disk
Category: Fantasy/Action Adventure
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $19.95
Audio Rating: Good
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

As King Galt's new advisor, it is up to you to accompany his strongboy, Gorm, on a quest to rid the kingdom of a terrible dragon. Gorm isn't easily persuaded and will often become argumentative. The trick is to outwit him and thus manipulate his actions. There are many ways to arrive at the game's solution and over 200 different graphic positions to see on this two-sided adventure. Certain commands can be abbreviated, such as direction of movement. Game can be saved and the territory is dangerous enough to recommend it often.

RACE FOR MIDNIGHT
Avant-Garde
Apple II — Disk/48K
Suggested Retail Price: $29.95
Category: Adventure
Number of Players: 1
Graphics/Sound Rating: Good
Play-Action Rating: Good
Overall Rating: 6

An adventure that is starting to show its age, yet was quite good for the time it came out. Lacking in documentation, but not in variety. For some historical perspective on computers in adventure gaming, this probably would be an ideal purchase. Those hooked on current state of the art packages had best look elsewhere.

RANDAMN
Magnum Software
Apple Computers
Medium/Memory Requirements: 48K — Disk
Category: Fantasy/Shoot-out
Number of Players: 1
Controller Type: Joystick/Paddles
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

As a possible candidate to replace Randamn, the Demi-God of random events, you'll have to battle the monsters of the mystic slot machine. There are seven entirely different worlds to master along the way and seven different steps that must be completed in each world before you can advance. At the first stage of each world there is only one monster, always randomly picked, to battle. At the next stage there is two and so on until at the seventh stage, seven different foes will pounce at the same time. Different foes have different qualities and different strategy needs for elimination.

REPTON
Sirius Software
Apple II
Medium/Memory Requirements: 48K — Disk
Suggested Retail Price: $39.95
Category: Scrolling Shoot-out
Number of Players: 1
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

The Star Fighter Armageddon is all that stands between the Quorriors and complete conquest of the once-peaceful planet Repton. As the captain of this maneuverable and well-armed craft, you must cruise over the surface of the planet, guided at times by the secondary "radar scope" display, and do battle with an amazing assortment of alien vessels. Some of them shoot disintegrator rays, some lay space mines, another sort drains the energy from the planetary power grid, and a few just watch the fun.

The Armageddon fires rockets from its nose and can also utilize defensive shields and an occasional nuclear "smart bomb". Once you destroy the first wave, an even tougher one will take its place. If, however, the aliens finish construction on their superweapon, you will have one final showdown beneath the surface of Repton.

RESCUE AT RIGEL
Automated Simulations
Apple II
Medium/Memory Requirements: 48K — Disk
Suggested Retail Price: $29.95
Category: Adventure
Number of Players: 1
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This blends the system Automated has developed for its fantasy-tinged action adventures with the background introduced in *Invasion Orion*. You are the intrepid hero Smitty, and your mission is to penetrate the orbiting prison where the High Tollah holds 10 humans under duress.

REVERSAL
Hayden Software
Apple II
Medium/Memory Requirements: 48K — Disk
Suggested Retail Price: $34.95
Category: Classic Strategy Boardgame
Number of Players: 1-2
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Not Applicable
Solitaire Rating: Outstanding
Head-to-Head Rating: Excellent
Overall Rating: 9

The popular disc-flipping game, whether you call it *Reversi* or *Othello*, is a seesaw battle of wits for two human players or a solo gamer against the computer. Viewed by some as a simplified offshoot of the classic Oriental strategy contest, Go, *Reversal* is a battle to cap the ends of a row of your opponents pieces so that they may be flipped over to show your color. Players count up their discs once the eight by eight board is full, with the one having the greatest number of discs a winner.

RICOCHET
Epyx
Apple II
Medium/Memory Requirements: 48K — Disk
Category: Strategy/Target
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Excellent
Overall Rating: 8

By moving pieces or shooting launches, never in the same turn, players score points by bouncing off pieces or hitting bumpers. Sound unusual? Even complicated? Well, yes and no. The game is simple to learn to play, but difficult to master because of all the different strategic nuances, offensive and defensive, that come into play. Games can be played against a computer or human opponent and there are five variants of the game to choose from. There are also four different opponents with varying skills available at each of the five variants. Solitaire play is ideal for polishing your game for live victims. As the contests progress, it becomes more difficult for the arcader winning the match and easier for the one losing, an evening-up touch that adds to the flavor of the game.

RINGSIDE SEAT
Strategic Simulations Inc.
Apple II
Medium/Memory Requirements: 48K — Disk
Category: Sports/Task Completion

Number of Players: 1-3
Controller Type: Paddles
Suggested Retail Price: $39.95
Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Outstanding
Overall Rating: 10

Would Joe Louis or Rocky Marciano have been able to handle Muhammad Ali or Larry Holmes when all were in their prime? Is Sugar Ray Leonard as good as his namesake Sugar Ray Robinson was? These are questions boxing fans could only debate about until now. Now all those matchups, plus any others you can envision, are possible with a simple-to-use, yet complex-to-explain program. The best way to explain the complexity of the data involved is to point out that over 30 different categories of ratings are assigned to the 45 fighters included in the game. It is also possible to create your own fighters and save them for use on disk. Gamers choose the fighters, then assign one or both to the computer, or opt for human managers. The computer can score the fight on two of the judges' cards, leaving one to another player, or the computer will keep all three. TKOs, cuts, fouls, knockouts — everything is simulated here but the crowd noise.

ROAD TO GETTYSBURGH

Strategic Simulations
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $59.95
Category: Combat
Number of Players: 2
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Not Applicable
Head-to-Head Rating: Excellent
Overall Rating: 8

Good graphics and a simple-to-implement control scheme enliven this reasonably accurate recreation of the Battle of Gettysburgh from the American Civil War. You can command either the Union or Confederate armies and see if you can do better than the original commanders, Lee and Meade. *Road to Gettysburgh* is a fairly straightforward electronic war game, so hand-eye coordination required is quite minimal.

ROUNDABOUT

Datamost
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Strategy/Shoot-out
Number of Players: 1
Controller Type: Joystick/Paddle
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Roundabout is a slightly unusual target contest in that the adversaries move freely over the screen, as can your ship. The foes, which include hoops, fops, joonz, woox, dimunz, flooz, stars and boxes, travel in packs. One pack won't appear on the screen until the one before it has been completely demolished. Each player begins with three ships, but another is awarded after levels 4, 10 and 18. For a while there is no limit to the number of times you can fire without changing position, but after level four, only four shots can be fired without altering your spot on the screen.

RUSSKI DUCK

Gebelli Software
Apple II
Medium/Memory Requirements:
48K —Disk
Suggested Retail Price: $34.95
Category: Adventure
Number of Players: 1
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

The Director of the C.I.A. has sent you to a major American city to stop those sinister Soviets from smuggling the plans for the MX missile out of the country (hidden in a duck decoy). Your on-screen agent moves from building to building — seen in overhead perspective — hunting for the crates that may hide the duck, as well as the tools, needed to pry open the boxes so they can be searched. Enemy agents will try to stop your spy and are also running in and out of buildings, moving various objects from place to place in a random fashion. If you can restore such property to its rightful owners, you get extra brownie points.

Russki Duck is an unusual cross between an action adventure and a maze chase. It would receive a higher set of ratings if the nice graphic images on the screen were larger, making it easier to tell one from the other.

SARGON II

Hayden Software
Apple II
Medium/Memory Requirements:
48K — Disk/Tape
Suggested Retail Price: $34.95 (disk)
$29.95 (tape)
Category: Classic Strategy
Boardgame
Number of Players: 1
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Not Applicable
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

This is surely one of the classic electronic strategy game programs. It plays an excellent game of chess at seven different levels of skill.

SEAFOX

Broderbund
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $31.95
Category: Combat
Number of Players: 1
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Your submarine must sink the ships of the convoys which steam across the surface of the water near the top of the screen. These cargo vessels are protected by a line of hospital ships (which are able to deflect your torpedoes), destroyer escorts on the surface, and hostile submarines and mines beneath the waves. The conflict starts with just the subs (both sides), hospital ships and convoys, and becomes more complicated as the gamer advances to progressively higher levels of play.

The arcader gets three ships, available one at a time as the previous one heads for Davy Jones' Locker. A ship starts with 1200 fuel units and 30 torpedoes and must re-supply from a green submarine that cruises along the sea floor at regular intervals.

SERPENTINE

Broderbund
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $34.95
Category: Maze-Chase
Number of Players: 1
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

You must pit your tame blue snakes against the larger wild ones in this strategy contest of dueling reptiles. A larger snake always eats the smaller one if they meet head-on, but any snake can make a snake of a fellow serpent by catching up to it from behind. Both good and bad snakes periodically lay eggs which can turn into babies of the same kind if they survive long enough to hatch.

Little serpents grow in several ways. They gain a segment by eating a small snake head-on, gobbling up the frog that hops from place to place within the labyrinth, or crunching an egg laid by an enemy snake.

If you destroy all rival serpents on a level, any of your eggs will hatch to produce new baby blue snakes, and the action moves to a different maze at a higher level of difficulty.

S.E.U.I.S.

Strategic Simulations
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $39.95
Category: Combat
Number of Players: 1-2
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Good
Overall Rating: 7

The initials stand for "Shoot 'Em Up in Space", and this is, indeed, a thinking person's approach to the standard spacewar action game. You must, during the strategic phase, build your ships from a choice of six prototypes, form them into squadrons and then form those components into your main fleet. Strategically, you must move through space, conquering enemy and neutral planets so that you can build up your space navy even further. When the focus shifts to the ship to ship level, *S.E.U.I.S.* becomes an arcade style combat contest in which poor marksmanship and faulty reflexes can undo all your fine generalship.

SHUTTLE INTERCEPT

Hayden Software
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $34.95
Category: Steering
Number of Players: 1
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

The firmament is full of space junk, and you must pilot your craft so that you can snare friendly satellites as they zoom past from right to left with your skyhook. There are also enemy satellites to confuse you, and missiles and flying saucers will also try to derail you from completing your mission.

Each round of satellite spearing is separated by a breakneck ride through hyperspace, where missiles and meteors may well inflict further damage. The action is moderately interesting, but the graphics appear to be somewhat rough for an Apple II program, more what one would expect in a contest for the Atari 2600.

SNACK ATTACK

Datamost
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $29.95
Category: Maze-Chase
Number of Players: 1
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This labyrinth game features multiple mazes and an engaging assortment of audio-visual touches. You are a whale with an appetite to match. Move through the maze and munch the morsels, but watch out for the creatures who shadow you.

THE SNAPPER

Silicon Valley Systems
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $32.95
Category: Maze-Chase
Number of Players: 1
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

You control a carnivorous creature known as the snapper, which you move along the gridlines of the maze in a quest to eat as many blots as possible before you run out of time. The snapper can ingest as many blots in a row as desired, but the player must steer the creature to one of the bases located in each quadrant of the playfield in order to get them counted. The more blots you eat before reporting to one of the bases, the higher your score will be because the value of each consecutive blot increases, resetting only when a base is visited. Striving to stop you are whirlers, which move around the grid like the snapper, and a gamma radiation belt that sweeps back and forth across the display.

SNEAKERS

Sirius Software
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $29.95
Category: Invasion
Number of Players: 1
Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Superb graphics enliven this multi-screen invasion contest by Mark Turmell and make it enjoyable to watch as well as to play. Turmell is a genius at giving the little critters (trying to wipe out the player's horizontally mobile cannon) as much personality as a Disney cartoon character.

Although the intermissions between each wave *do* get a trifle repetitious once you've played the game for awhile, they do provide much-needed rest periods to recover from the frenetic on-screen action when a flock of nasties is actually on the screen.

SORCERER OF SIVA

Automated Simulations
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $29.95
Category: Adventure
Number of Players: 1
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This disk differs from the majority of action adventures in that the gamer directs the activities of a magician rather than a sword-slinging warrior. Armed with only a dagger and an assortment of incantations, you must quickly penetrate the five levels of the Mine of Siva to the exit, which lies somewhere on the fifth floor.

Along the way, you'll have the chance to fight an assortment of creatures and, should you triumph in combat, you can take the treasures to be found in many of the game's 300 separate rooms.

SOUTHERN COMMAND

Strategic Simulations
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $59.95
Category: Combat
Number of Players: 1-2
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Not Applicable
Solitaire Rating: Excellent
Head-to-Head Rating: Outstanding
Overall Rating: 9

This smoothly programmed machine

language game replicates the Egypt-Israeli hostilities during the 1973 Mideast War at the battalion level. Special features include both hidden and delayed movement options, the latter of which can be used to engineer some pretty amazing ambushes.

The game can be play head-to-head using a number of scenarios, including free placement of units, or solitaire, with the computer handling the chores for the Egyptian forces.

SPACE CADETTE

Funtastic Inc.
Apple Computers
Medium/Memory Requirements: 48K — Disk
Category: SF/Maze Shoot-out
Number of Players: 1-2
Controller Type: Keyboard
Suggested Retail Price: $34.95

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Fair
Head-to-Head Rating: Good
Overall Rating: 7

The Space Patrol needs new officers and cadettes in the Space Military Academy must pass this test before being given command of a ship. To get an idea how tough the test is, each cadette starts with 11 ships and earns an extra ship for each 100 points. Up to 16 ships can be saved up at a given time. All ships enter the maze through the dotted white doors around the battle zone. Once inside torpedoes can be fired. Cadette ships fire torpedoes of their own color and leave force shields behind them. Torpedoes can go through force shields of their own color, but explode upon contact with a shield of a different color. Torpedoes are replaced through time, so an itchy trigger finger can spell doom.

SPARE CHANGE

Broderbund
Apple II
Medium/Memory Requirements: 48K — Disk
Category: Cute
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95

Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Available
Overall Rating: 9

As if arcader owners don't have enough trouble, here comes the laugh-a-minute Zerks. It's up to the gamer to stop two of these whimsical creatures, which have escaped from their coin-op, from looting the coin-changers of enough tokens to retire. The arcade operator must collect 10 tokens in a special dump before the Zerks can put five in the piggy bank in the lower right-hand corner of the playfield. The gamer can often delay the Zerks by distracting them with phone calls, a popcorn machine and a jukebox.

Spare Change doesn't have skill levels as such, but rounding up the needed 10 tokens sends the game to the next layout, generally adding or subtracting play features.

Completing a level wins the right to view an animated intermission. There are a dozen different cartoons, most of them at least amusing. This isn't the toughest action challenge, but the merry ambience carries things along in grand style.

SPECTRE

Datamost
Apple II
Medium/Memory Requirements: 48K — Disk
Category: SF/Maze Shoot-out
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Alien Questers attack the gamer's disabled space station while he awaits rescue. The task is to get from deck to deck as fast as possible, sometimes using the teleportation chamber, while closing the space ports to keep the Questers out. The corridors are maze-like, but characters run through them from a first-person perspective. There are two levels of play and the gamer starts with three lives. The locator screen is a big help, tracking the positions of the teleportation chamber, the space ports and the Questers. There are also sounds to indicate approaching Questers. An energizing beam must be passed over before you can contact and destroy the Questers.

SPIDER RAID

Insoft
Apple Computers
Medium/Memory Requirements: 48K — Disk
Category: Fantasy/Target
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

A great human war of 2017 has nearly destroyed Earth. The gamer takes the part of Hero Maximus, leader of one of the few remaining spider packs. The enemies are spray cans of a lethal mist and acid rain, which now falls from the sky. The only time the rain is good is to wash off some of the mist. When the rain hits you, it relocates you randomly on the screen. The same thing happens when touching the outer boundary of the screen. Boulders, placed randomly on the screen, can aid as a shield against spray attacks or rain. Magic leaves are the true friend as you try to hunt down the fly on each screen. Hopping on one of the leaves will increase your strength and magically transport you toward the fly.

SPY'S DEMISE

Penguin
Apple II — Disk/48K
Suggested Retail Price: $29.95
Category: Climbing
Number of Players: 1

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

If the game made a bit better use of controls it could be a 9 or 10. Gamers start out at the bottom of a building and must cross each floor, while avoiding the guards that ride up and down in rapidly-moving elevators. Each time a building is conquered, part of the overall puzzle is revealed.

THE SPY STRIKES BACK

Penguin
Apple Computers
Medium/Memory Requirements: 48K — Disk
Category: Mystery/Maze Chase
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $19.95

Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Next logical adventure from that cute little trench-coat clad buddy from Spy's Demise. Game begins inside a German fortress where nine clues leading to the location of Dr. X's terrorist operation are hidden. There are five floors, each with 24 sections. Each section has 16 rooms. In these rooms and the connecting corridors are hidden items of bonus value as well as the nine clues. Guards randomly roam these corridors, but can't go into the rooms. The randomness of their movements go out the window when they spot you. An alarm goes off and they head straight toward you. The only escape is to duck inside a room. The fewer times you are seen by the guard, the more points clearing a section will be worth to you. The upper floors are more difficult, but contain more clues.

STAR BLASTER
Piccadilly Software
Apple II — Disk/48K
Suggested Retail Price: $29.95
Category: Invasion
Number of Players: 1
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

One of the most difficult of the space shootouts. Eight levels of difficulty will keep most gamers occupied for years. At each level a different type of attack will be presented, including mines, invaders, comets, force fields, guardians and the dreaded Dragonian Annihilator.

STAR BLAZER
Broderbund
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $31.95
Category: Scrolling Shoot-out
Number of Players: 1
Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Imaginative and highly detailed graphics are featured in this science fiction shoot-out that gets an extra spark from the incorporation of some aspects of the action adventure. You can't just shoot your way through the various scenarios of *Star Blazer*, or else you'll never get past the tank that speeds up when your plane does, and can travel just a mite faster.

Time is also a crucial consideration. You must watch the screen for the periodic appearance of the refueling vessel — and then you must catch the little package of provisions before something happens to it or it bursts open upon hitting the ground.

STARCROSS
Infocom
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $39.95
Category: Adventure
Number of Players: 1
Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Not Applicable
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

The system that makes the *Zork* series so outstanding adapts very well to the needs of this science fiction-themed contest of exploration and discovery, aboard an enigmatic starship, sent to our part of the galaxy by another sentient race.

Hub of the game is the excellent system of order entry. The program has a huge vocabulary and can understand some surprisingly intricate sentences. And if it doesn't comprehend what it is you're trying to do, it prints out a message that provides material aid in recasting your order in understandable form.

STAR-MAZE
Sir-Tech
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $34.95
Category: Maze-Shoot-out
Number of Players: 1
Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

Taking off from a mother ship somewhere in a maze so vast that only a small portion of it fits on the display screen at any one time, the player uses a light hand on the controls to move the starcruiser along the vast corridors. This videogame employs a thrust-movement system not too different from the one found in *Asteroids*, but its effect seems entirely different within the context of the maze.

The objective is to search the corridors for nine space jewels which the starcruiser can tow to the mother ship. Clearing the maze of these prizes moves the action to the next higher level. The labyrinth is patrolled by an assortment of dangers, including enemy ships and saucers, hurtling meteors and the mysterious bug train.

STAR THIEF
Cavalier
Apple II — Disk/48K
Suggested Retail Price: $29.95
Category: Target
Number of Players: 1
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

There are eight power pods in the center of the screen that must be defended against the aliens, who will try to steal them off the screen. When all eight are gone, the game is over. Gamer has the choice, either alone or in a team, to shoot down or destroy the marauders.

STAR TRADERS
Hayden
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Financial/Text Adventure
Number of Players: 1-12
Controller Type: Keyboard
Suggested Retail Price: $34.95
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Excellent
Overall Rating: 6

Intergalactic trading on a very large scale — the idea being similar to a Wall Street in space — is the object of this game. Players try to have enough space in the cargo hold of the ship to pick up items at planets selling at bargain prices. Finance mavens must also possess what a planet is willing to buy at the highest prices. Merchandise for sale includes uranium ore, metal ingots, tools, medical supplies, computer software and precious gems. One of the most intriguing aspects of the game is the computer's handling of the haggling over prices each time items are sold on a planet. Variables to be set by the gamer includes the length of the contest, minimum distance between stars, shuttlecraft cargo capacity, bidding rounds and inflation percentage.

STAR WARRIOR
Automated Simulations
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $39.95
Category: Combat
Number of Players: 1
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This combat game incorporates many elements of the action/adventure in its portrayal of one-person missions of vengeance carried out by futuristic paladins sheathed in battle armor. A broad selection of simple keystroke commands lets the player jump, run, fly and shoot as the on-screen Fury attempts to complete one of two possible missions on the planet Fornax. You can elect to carry out a search-and-destroy diversionary attack or else take on the perilous assignment of assassinating the ruler.

STELLAR 7
Software Entertainment Company
Apple Computers
Medium/Memory Requirements:
48K — Disk

Category: Combat/Scrolling Shoot-out
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Gamer's mission is to reach the Arcturan star system and destroy the Supreme Overlord. To get that far you must destroy Arcturan forces on seven star systems. On each system, should you destroy all the foe, a Warplink will appear, allowing transport to the next star system. You are enclosed within a well-equipped armoured vehicle called a Raven. The Raven has a Biphasal Thunder Cannon which fires a volley of two nuclear shells, activated by hitting Button 0 on the joystick. There is also a Gravitic Scope on the screen which can be used to help locate enemies. Defensively there is an Inviso Cloak to confuse the enemy as to your position and Protonic Shields to protect you from enemy fire.

STICKYBEAR ABC

Weekly Reader Family Software
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Educational
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $39.95
Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Not Applicable
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

The StickyBear ABC program is an alphabet tutor for kids ages 3 to 6 that also helps them become familiar with the computer and its keyboard. Youngsters can play it with or without supervision, since the only instructions are "press any letter." Each letter has two completely different pictures, both animated in high-res graphics, and each with its own sounds. Press "a" and an airplane flies across the sky, complete with motor sounds. The letter appears in large block print with the word "airplane." Press "a" again and an apple falls from a tree. "B" produces a bee buzzing around the lovable bruin, StickyBear; pressing the letter again brings forth a picture of a bouncing ball. Every letter is illustrated by two outstanding drawings by noted children's artist Richard Hefter, for a bright and colorful program that makes learning fun and easy.

STICKYBEAR NUMBERS

Weekly Reader Family Software
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Educational
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $39.95
Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Not Applicable
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

StickyBear Numbers is a counting and number recognition program for kids ages 3 to 6. StickyBear, a lovable bear, is the tutor. The computerist presses the desired number on the keyboard, and is rewarded by colorful objects appearing in groups which add up to that total. Hitting the space bar removes one item at a time to display a new number, until all objects are gone and the display reads "zero". Each time a number is pressed, a new set of pictures is displayed. There are at least 20 different objects, all cartooned in brightly-colored high-res graphics, and cleverly animated. For example, ice cream sundaes slide onto a counter, and StickyBear gobbles the cherry from the top. Drums roll, spaceships jet across the screen, balls bounce, cars drive past and flying geese flap over the housetops. Push the spacebar and one item in the group goes away. The graphics are outstandingly beautiful, and the entire packet adds up to an excellent preschool teacher of numbers, as well as a good introduction to computers.

STICKYBEAR OPPOSITES

Weekly Reader Family Software
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Educational
Number of Players: 1
Controller Type: Paddle or Keyboard
Suggested Retail Price: $39.95
Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Not Applicable
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

StickyBear, a lovable cartoon bear, acts as tutor to teach preschoolers the concept of opposites. First the screen displays a word, for example "under" with an explanatory picture — an airplane flying under a bridge. Pressing a key (or using the paddle) changes the scene to the opposite word, "over," and a picture of the plane flying over the bridge. The player can switch the scene back and forth between the two concepts, then when ready for a new word, go on to the next set of opposites. Some of the ideas depicted are day/night, inside/outside, slow/fast, happy/sad, and many others, all cheerfully illustrated with outstanding cartoons by the artist Richard Hefter. Most sets of opposites are animated, and there are over 30 pairs of words in the program, producing over 60 different illustrations in glowing colors. The program is designed for kids ages 3 to 6, with minimal or no parental supervision required.

SUCCESSION

Piccadilly Software
Apple II — Disk/48K
Suggested Retail Price: $29.95
Category: Maze
Number of Players: 1
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 6

A maze chase with a different twist. Gamer controls the masher, who is pursued by the chaser. He must avoid the chaser while nibbling some mobile little creatures from within the maze. The twist comes from the numbers on the critters he's chasing. They must be gulped in numerical order.

SUPER BUNNY

Datamost
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Fantasy/Jumping
Number of Players: 1
Controller Type: Joystick/Paddle
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 6

An ordinary rabbit must hop from elevator to elevator, making sure not to bump his ears and his feet when he enters, to get across the screen to the magic carrots. If he gets there before his five lives are up, the same creatures he avoided at all costs on the trip over, now become his prey on the return trip. There are six levels of play and at each level the effects of chomping the magic carrots last a shorter amount of time. The faster the bunny reaches the carrots, the more bonus points are awarded. The top 10 scores are saved to disk and can be viewed on command.

SUSPENDED

Infocom
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Adventure/
Task Completion
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $59.00

Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Communicating telepathically from a state of suspended animation, the player directs the movements of six highly-specialized robots in an effort to find and repair a malfunctioning life-support system that threatens the population of the planet above.

The software comes packaged with a game board/map and markers for the robots. Each robot has its own unique capabilities and personality. The player types in full-sentence commands and is answered with a full-text response (no graphics or audio effects).

The object? To figure out the problems through hearing the robots' sometimes quirky viewpoints, then use the information to make the necessary repairs. To complicate matters, a seventh, definitely mischievous robot is also in the complex...somewhere.

SWASHBUCKLER
Datamost
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Combat
Number of Players: 1
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Yo, ho ho, on a dead man's chest, it's time to travel back to the period when the Jolly Roger rode the high seas and duels to the death on decks of ships awashed with the blood of war were commonplace. The gamer controls the swashbuckler with a selection of easily memorized single-stroke commands, which allow the hero to move around, take up various defensive postures and launch several different types of sword attacks.

In general, the attackers come out one at a time from opposite sides of the screen. The pace escalates very quickly, however, and it will be a sweet sword-swinger, indeed, who can last more than a few minutes when steel meets steel.

TANKTICS
Avalon Hill
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $29.95
Category: Combat
Number of Players: 1
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Not Applicable
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This program is ideal for the dyed-in-the-wool board war gamer who can never find an appropriate opponent for a rousing game of Panzerblitz. *Tanktics*, which comes with a mounted map board and cardboard pieces, can give you a good match in this tactical strategy contest.

TELEPORT
Cavalier
Apple II — Disk/48K
Suggested Retail Price: $29.95
Category: Target
Number of Players: 1
Graphics/Sound Rating: Excellent
Play-Action Rating: Excellent
Overall Rating: 8

Difficult game in which gamer must neutralize the aliens and take them, one at a time, through the infinity doors and back to their own world. The only catch is that the aliens are arriving faster so that only the most competent can take them back, and running into any of them will lose a robot life. There are two teleport doors that will randomly take you away from the present location and deposit you elsewhere on the screen. Works with Votrax Speech Synthesizer, or without.

TEMPLE OF APSHAI
Automated Simulations
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $39.95
Category: Adventure
Number of Players: 1
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Despite the fact that *Temple of Apshai* is one of the oldest action-adventures programmed for the Apple, it still holds its own with most of the newer quest games. More than 30 different video-monsters, each represented on the screen by a unique graphic symbol, prowl the multi-level maze that is located beneath the mysterious temple.

The player enters the orders for the on-screen warrior by using the proper single-stroke keyboard commands. Fighting takes place in real time, which lends a note of urgency to the battles that would not otherwise be present.

THAROLIAN TUNNELS
Datamost
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $29.95
Category: Scrolling Shoot-out/ Invasion Game
Number of Players: 1
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

This multi-scenario game begins as an invasion contest in which you must defeat rows of attackers with your horizontally mobile — but unshielded — cannon. If you get past this rain of death, you advance to the next section in which you must maneuver your craft down one of the skinniest tunnels you'll ever see. You can blast away sections of the walls when you think the fit is too tight, but don't expect to have the surplus of power that would make frequent use of this tactic feasible.

And if you can get through the tunnel, you'll find yourself enmeshed in a tense dodging and shooting phase as you rocket toward the bottom edge of the screen in a north-south tunnel.

THIEF
Datamost
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $29.95
Category: Maze-Shoot-out
Number of Players: 1
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The gamer controls an on-screen character who must move from room to room in a maze-like complex, shooting it out with hostile robots patrolling the area. You can eliminate a metal monster by shooting it directly, moving in such a way that the android blunders into a lethal wall, or trick a pair of robots into shooting each other when they have lined up to catch you in a crossfire.

THUNDERBOMBS
Penguin
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Fantasy/Shoot-out
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $19.95
Audio Rating: Good
Graphics Rating: Good

Play-Action Rating: Poor
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 4

Playing the part of a cloudship in the middle of the screen, the gamer must blow away the ships on either side of the screen. The joystick controls vertical on-screen movement, while one button on the joystick fires to the left and the other to the right. You must also avoid enemy ship fire. Each hit on an enemy ship destroys it, but it is automatically replaced until a hit is made upon the droneclone replenishers, which occasionally appear on the extreme edges of the screen. When all ships are gone, the game advances to the next level. Every 2,000 points a new ship is awarded.

TIGERS IN THE SNOW

Strategic Simulations
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $39.95
Category: Combat
Number of Players: 1-2
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Not Applicable
Solitaire Rating: Excellent
Head-to-Head Rating: Excellent
Overall Rating: 8

The Battle of the Bulge is one of the most frequently simulated conflicts in the non-electronic war gaming field, and this computer version makes an excellent complement to the tabletop boardgames on the subject. The computer can provide decent opposition as either the Germans or the Allies, though head-to-head play is superior.

A high-resolution hex grid map provides a setting for the action. The influence of terrain on both movement and fighting is very important, though numerous other factors are figured into the situation. This is one of the easiest-to-learn of SSI's extensive library of computerized war games.

TRANSYLVANIA

Penguin
Apple II — Disk/48K
Suggested Retail Price: $34.95
Category: Adventure
Number of Players: 1
Graphics/Sound Rating: Outstanding
Play-Action Rating: Excellent
Overall Rating: 9

Most stunning graphics in an adventure game this writer has seen, but there is also a good adventure game system included. A damsel in distress must be rescued from this ghoul-filled place, but it will take gamers cunning, bravery *and* quick wits to accomplish the goal. Keyboard is used to enter commands. Vocabulary's large and user friendly.

TROMPERS

Avant-Garde
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Cute/Ball-and-Paddle
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95
Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

This game starts quite easily. Gamers take the part of the local dogcatcher immersed in short wave radio projects. One of these projects goes awry and beams a welcome-to-Earth signal to the planet Tromp. Now Trompers by themselves aren't such bad little creatures, but there are too many of them. The gamer must catch them as they fall from the sky or as they bounce around once they've landed. The game has five levels and at the first two things progress smoothly, without much problem. Then at the next three levels, people holes open at the bottom of the screen and must be jumped over while chasing the bouncing Trompers.

TUBEWAY

Datamost
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $34.95
Category: Perimeter Target Shoot
Number of Players: 1
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

This program, which falls into the same overall genre as *Tempest*, challenges the player to move a shooter around the edge of an abstract or geometric shape and blast away at nasties which move toward the rim from the center of the figure. Once an attack reaches the perimeter, it can destroy the shooter if it comes in contact, that's unless the gamer can employ the "super zapper" first. (This is done by hitting the fire button while the lit segment of the rim is under the shooter). If you take too long, an invincible space germ will break out of its cage and chase you.

There are 32 different levels of play, two choices of sound intensity and the option to begin as high as level 8. *Tubeway* is extremely exciting to play, though some manual dexterity is a real plus.

TUESDAY MORNING QUARTERBACK

Automated Simulations
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $29.95
Category: Sports
Number of Players: 1
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Although the progress of each play is shown in simplified form in a graphic display, the real emphasis in *Tuesday Morning Quarterback* is on calling the best mix of offensive and defensive plays. There is a good selection from which to choose, too. When your team has the ball, you can select from among seven running and eight passing plays, while you may pick one of six possible formations when your outfit is on defense.

The disk also contains a system for maintaining team rosters that allows transfer of athletes from team to team. You can thus use *TMQ* to create your own electronic football league or all-star aggregations.

U-BOAT COMMAND

Synergistic
Apple II — Disk/48K
Suggested Retail Price: $29.95
Category: Combat
Number of Players: 1
Graphics/Sound Rating: Excellent
Play-Action Rating: Good
Overall Rating: 7

Game is strategy-based, but without requiring a historical perspective to play. Gamer controls a submarine trying to sink an aircraft carrier. He must also contend with freighters, destroyers and fighter bombers to accomplish his mission. Paddles are used to control aiming of torpedoes or guns, and keyboard shows which of the two screens is in view, the heading of the ship and the speed and depth. Nice feature at the opening of the program allows the gamer to name his country and ship, as well as the computer's country and ship. Fine fun.

ULTIMA II

Sierra On-Line
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Adventure
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $59.95
Audio Rating: Fair
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Before starting play, the gamer creates a unique character by allocating ability points among various attributes (strength, charisma, etc.), then selecting a race (human, dwarf, elf, etc.), gender, and character class. Clerics and wizards have access to spells, while fighters and thieves are adept with their weapons.

After the character is established, the player uses the keyboard to move across the terrain, encountering towns and villages, and trading for armor, weapons, and information about the evil sorceress Minax. As the character gains experience, his or her attributes increase accordingly.

Ultima II's scope is enormous, spanning five different time periods, air, sea, space and land. Designer Lord British has created a complete, well-rounded universe nicely packaged with a full-color cloth map and comprehensive documentation.

UPPER REACHES OF APSHAI
Automated Simulations
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $19.95
Category: Adventure
Number of Players: 1
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

This disk is the sequel to the much-acclaimed *Temple of Apshai*. It cannot be played without also having a copy of the original game, though the adventurer has the option of either sending an established character into the 150-room extension or generating a new hero at the local inn.

WARGLE
Hayden
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Maze/Shoot-out
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Fair
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 5

Enter the seven mazes of Wargle City at your own risk! There are nine Wargles pursuing your on-screen surrogate and you have five players to use one-at-a-time during the game. You get 10 points each time one of your beams hits a Wargle. When any seven of the nine Wargles are cleared off the screen, the remaining two take on more clever and dangerous characteristics. There are also some Super Wargles that take two hits to knockout. You may aim the beam forward or backward, but you may have only one beam showing at a time. There are six different levels of difficulty. The game saves to disk the high score at each level of play.

WARP DESTROYER
Piccadilly Software
Apple II — Disk/48K
Suggested Retail Price: $29.95
Category: Invasion
Number of Players: 1-2
Graphics/Sound Rating: Good
Play-Action Rating: Good
Overall Rating: 7

Another challenging space outing, which has several stages of tests. At the start of the game there's subspace, during which the gamer must keep a small cross lined up between firing cross hairs. Next comes the mines, which you must destroy and avoid. Probes need to be shot down and shields need to be used to protect ship from damage when probes explode. Then a massive number of hits are needed to destroy the Zalbian Base. Game is played with paddles, keyboard or joystick, but latter is preferred.

WARP FACTOR
Strategic Simulations
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $39.95
Category: Combat
Number of Players: 1-2
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Excellent
Overall Rating: 9

The 12 different starship designs incorporated into the program are the hub of this outstanding simulation of space warfare at the tactical level. As a player in any of the program's excellent range of scenarios, you command the fire, movement and other activities of each vessel in your spacefleet against powerful forces guided either by a second human or the computer.

The simulation is fairly minute in several respects. For instance, the commander must allocate energy use, including the distribution of power to the defensive shields, for each ship in the starfaring armada. Fortunately, SSI's elegant control system allows the player to accomplish order entry faster than many would have believed possible.

WAVY NAVY
Sirius Software
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $34.95
Category: Invasion
Number of Players: 1-4
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

By adding a few novel details to the basic invasion game genre, designer Rodney McAuley has produced something rather special. You control the cartoonish boat that rides over the waves at the bottom of the playfield, as you fire up-screen at the airplanes and helicopters hanging there in formation above the sea. If you don't blow these targets away fast enough, however, the planes begin arcing dives toward your ship, and the helicopters drop altitude for machine gun attacks.

Once you've cleared off the first wave, a second appears. This time the wave motion is much more dramatic, causing the player to constantly shift his position to avoid intersecting the marine mines that float, one at a time, across the screen from right to left. Subsequent rounds further increase the difficulty.

WAYOUT
Sirius
Apple II
Medium/Memory Requirements:
48K — Disk
Category: Fantasy/Maze-exploration
Number of Players: 1
Controller Type: Paddle/Joystick
Suggested Retail Price: $39.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Plopped down inside a maze with only a mapmaker and compass to guide you, the task here is to find the shortest "Wayout" of the maze. The compass will help let you know which direction you're traveling in and the mapmaker will draw, from an overhead view, where you've been and where you are. That brings us to the loveable Cleptangle. Just for fun, he will steal one or both of your aids, making it most difficult to find your way at all, let alone the shortest way. Fewest number of steps for each of the 25 mazes is saved to disk.

WIZARDRY
Sir-Tech
Apple Computers
Medium/Memory Requirements:
48K — Disk
Category: Fantasy/Action Adventure

Number of Players: 1-6
Controller Type: Keyboard
Suggested Retail Price: $49.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Wizardry is an adventure system that lets the gamer create up to six adventurers to take on a variety of expeditions in search of loot and glory. The more successful a group or individual becomes, the more powerful they become. Each character has some special traits such as strength, IQ, vitality, agility, luck, alignment, race, experience points, age, etc. Up to 20 characters can be stored on a disk and called up at any time for an adventure. There are 50 spells, hundreds of magic items and just as many monsters to be faced within the 3D maze. Also there are three scenarios (so far) to be used with the system. The first, Proving Grounds of the Mad Overlord, is included in this package.

ZENITH
Gebelli Software
Apple II
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $29.95
Category: First-person Piloting and Shooting
Number of Players: 1
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

This is perhaps the best of several games of this general type which Nasir has designed over the last few years. You cruise over the surface of the artificial planet Zenith, putting out fires, shooting attacking alien spaceships and capturing the outer space invaders, using your tractor beam, so you can swap them for a new supply of fuel. At any time during the course of play, the would-be Captain Kirk can toggle to a secondary display that shows the current status of every location on the surface of Zenith as a schematic map.

The grid-like graphics, smacking faintly of the quadrascan look, give *Zenith* a distinctive appearance. There's also a nice piece of artistic minimalism in the brief animated sequence that accompanies your ship's passage through hyperspace to where the alien mother ship is waiting to make the prisoners-for-fuel exchange.

ZERO GRAVITY PINBALL
Avant-Garde Creations
Apple II — Disk/48K
Suggested Retail Price: $29.95
Category: Pinball
Number of Players: 1
Graphics/Sound Rating: Good
Play-Action Rating: Excellent
Overall Rating: 7

Taking pinball into outer space isn't nearly as exciting as to why it has been done. The step has been made to give a new dimension to pinball simulations. Player controls 10 flippers, but only one is active at a time. Selection of flipper is key to good scores. Only drawback is that keyboard must be used to keep ball from leaving playfield at top or bottom of screen.

ATARI

ABUSE
Don't Ask Software
Atari Computers
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $19.95
Category: Miscellaneous
Number of Players: 1
Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Fair
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

This oddball entry from the aptly-named Don't Ask Software house is perhaps the first *intentionally* "user *un*friendly" program ever written. The gamer sits at the computer keyboard typing a variety of insults into the machine, which responds with its own *touche'*.

If turning your Atari 400/800/1200 into the first Don Rickles Machine is your idea of fun, this wacko title may press your button. Without graphics, however, the novelty may wear thin before very long.

ADVENTURELAND
Scott Adams Adventures
Atari Computers
Medium/Memory Requirements:
16K — Tape or disk
Suggested Retail Price: $28.95
Category: Adventure
Number of Players: 1
Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Fair
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

Followers of adventures who are still interested in the earliest type of computer adventure ("text" games, which consist solely of commands typed on-screen by the player and the computer's response) will find this an excellent primer.

An entire line of adventures in this format are available from Scott Adams under the "Adventure International" banner, including *Voodoo Island* and *The Count*.

AIRSTRIKE
English Software
Atari Computers
Medium/Memory Requirements:
32K — Tape or disk
Suggested Retail Price: $39.95
Category: Scrolling Shoot-out
Number of Players: 1
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Fair
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Graphically excellent home version of the *Super-Cobra* genre of scrolling shoot-out, in which the player must move through a cavernous maze while destroying fuel and ammo.

The game's sole weak point is a ludicrous play mechanic which requires gamers to both manipulate a joystick as well as a keyboard, since the space bar is used to drop bombs. Especially unplayable on the 400 with its flat keyboard. Action button triggers horizontal lazer fire while stick dictates direction.

ALI BABA
Quality Software

Atari Computers
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $49.95
Category: Adventure
Number of Players: 1-4
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Outstanding
Overall Rating: 8

This action-adventure is one of the few programs for the Atari computer systems that takes advantage of the fact that both the 400 and 800 have four ports for attaching joysticks. Up to that number of gamers can participate, each entering movement and combat instructions with the stick, following some simple-to-understand, on-screen prompts.

Ali Baba is an unusual adventure in that it does not take place in the ordinary quasi-medieval fantasy realm. Instead, the action occurs in the rather more exotic Middle East, and is redolent of the "Tales of the Arabian Nights".

ALPHA SHIELD

Sirius
Atari Computers
Medium/Memory Requirements:
8K — Cartridge
Category: SF/Target
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: Not Available
Audio Rating: Poor
Graphics Rating: Fair
Play-Action Rating: Poor
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 4

Alpha Shield is a remarkably simple contest in which gamers must fire toward a centrally-located nexus point from beyond the perimeter of a constantly shifting force field.

The lines comprising the Alpha Shield move so quickly, that the gamer is perhaps best off in holding his or her ground while waiting the few seconds required for the vulnerable attack point to be left unguarded.

ARCHON

Electronic Arts
Atari Computers
Medium/Memory Requirements:
48K — Disk
Category: Strategy/Multi-Scenario
Number of Players: 1 and up
Controller Type: Keyboard
Suggested Retail Price: $40.00
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Outstanding
Overall Rating: 8

The powers of Light and Darkness struggle for possession of five power points across a chess-like "board" on which each character lives. When an icon moves to an occupied square, the two characters face off, pitting their unique abilities against each other. Some icons, like knights (Light) and goblins (Dark) fight hand-to-hand. Others, such as the archer (Light) or manticore (Dark) throw missiles or spell-clouds instead. The Light side is ruled by a Wizard, and the Dark dominions by a Sorceress, but each has the same powerful magic capabilities and can cast the same spells (like resurrection of a dead icon).

An added strategy element is the slowly shifting pattern of colors across the board; from dark to grey to light grey to light then back to light grey, etc. The closer a character's shade is to the square it does battle on, the better its chances of winning.

ASTEROIDS

Atari
Atari Computers
Medium/Memory Requirements:
16K — Disk
Suggested Retail Price: $44.95
Category: Science Fiction Target
Number of Players: 1-4 (alternating turns)
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

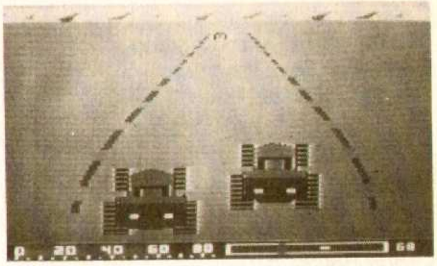
The player's ship begins at the center of the screen with space boulders of various sizes moving randomly across the playfield. The gamer must destroy the asteroids and avoid being hit.

Large asteroids, when hit, become two smaller asteroids, each of which will then be metamorphosized into a pair of mini-meteoroids. The smaller the target, the greater the point value.

Movement is accomplished through thrust propulsion — i.e., you point the ship's nose in the right direction and thrust. To stop or alter course, turn the craft directly around and apply an equal or greater amount of reverse thrust.

BAJA BUGGIES

Gamestar
Atari Computers
Medium/Memory Requirements:
16K — Disk
Suggested Retail Price: $39.95
Category: Racing
Number of Players: 1
Graphics/Sound Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable



Overall Rating: 8

Using the flat, winding Baja Desert as the backdrop, players use joysticks to move their balloon-tired dune buggies to the front of a long line of sand-speeders.

The player's car is positioned in the lower foreground, along with the mountainous backdrop shifting and rolling as the road twists and slithers through the desert's overt-like atmosphere.

At the base of the screen, a radar chart indicates both the gamer's position and the position of the current leader. It's the player's job to pass everyone and battle to the lead position.

BASKETBALL

Atari
Atari Computers
Medium/Memory Requirements:
16K — Disk
Suggested Retail Price: $44.95
Category: Sports
Number of Players: 1-4
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Outstanding
Overall Rating: 9

Classic Al Miller-designed contest uses a trapezoidal playfield to simulate a three-dimensional roundball court. Players can take on the computer in one-on-one action (to prove how smart the computer is, it always takes the black player), go head-to-head with other arcaders, or even go for two-coach/two player teams with passing options.

A shot's success is determined by the player's distance from and position, with regards to the basket. In other words, this is a game of percentage shots. Stand under the basket and you'll never miss. The farther the on-screen player stands, the harder the shot, and the lower the chances for success. Shooting angles are chosen by the gamer. The player in possession of the ball, when not dribbling, will move his arms up over his head and back down. A shot from overhead will get you a skyhook.

THE BLADE OF BLACKPOOLE

Sirius
Atari Computers
Medium/Memory Requirements:
48K — Disk

Category: Adventure
Number of Players: 1 and up
Controller Type: Keyboard
Suggested Retail Price: $39.95
Audio Rating: Not Applicable
Graphics Rating: Good
Play-Action Rating: Fair
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 5

The player explores a mythical countryside in a quest to find the sword Myraglym that rests beneath the lake at Blackpoole. To move, search, talk to creatures encountered, and transact with townspeople, the player types in two-word commands such as "GO DOOR."

The text is displayed at the bottom of the screen, while each location is illustrated by a picture. Logic and problem-solving are required to find the sword and complete the game.

BLUE MAX

Synapse
Atari Computers
Medium/Memory Requirements:
32K — Disk
Category: Flying and Shooting
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $00.00
Audio Rating: Good
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

The emphasis of this panoramic, three-quarter-perspective arcade air combat contest, is on fighting as well as piloting. Becoming a proficient lander is necessary to escape ratings like "runway sweeper" (given by the computer at the end of each game), but marksmanship in bombing and strafing also pays off.

The control system, which can be further modified to suit individual tastes, is simple to learn. *Blue Max* is not a true flight simulator, of course, but it provides a surprising amount of the "feel" of air-to-ground combat.

BRITISH HERITAGE JIGSAW PUZZLE, VOL. 1

Thorne-EMI
Atari Computers
Medium/Memory Requirements:
16K — Cassette
Suggested Retail Price: $29.95
Category: Puzzle
Number of Players: 1
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Even non-jigsaw puzzle fans may find themselves enchanted by this computerized version of the ancient amusement, consisting of restructuring a shattered image.

The picture here is the Tower of London and the Tower Bridge.

CAPTIVITY

PDI
Atari Computers
Medium/Memory Requirements:
24K — Disk
Suggested Retail Price: $29.95
Category: Maze
Number of Players: 1
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Although it has since been eclipsed in terms of play-action sophistication, *Captivity's* basic concept and perfectly adequate line-drawing graphics make it timeless.

Players attempt to maneuver through a labyrinth, seen from a first person perspective. Overhead peeks can be had — only at the cost of precious time spent, however, and points.

CARNIVAL

A.N.A.L.O.G.
Atari Computers
Medium/Memory Requirements:
16K — Disk
Suggested Retail Price: $29.90
Category: Target
Number of Players: 1
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Originally released as *Shooting Gallery*, this title has now been officially licensed from Sega, retitled and repackaged. Rows of animals, simulations of the tin targets found at carnival shooting galleries, pipes and bullet-eating ducks, roll down three horizontal rows in serpentine fashion, with stars and target/bulls eyes appearing for extra ammo targets.

Accompanied by caliope music, the critters are worth the most points on the top row, losing value as they descend. If the duck reaches the bottom, though, he'll scarf down several precious bullets.

The game ends when the ballistics run out.

CASTLE WOLFENSTEIN

Muse
Atari Computers
Medium/Memory Requirements:
32K — Disk
Category: Multi-Scenario/Task-Completion/Adventure/Combat
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Castle Wolfenstein is a first-rate translation of the Muse classic originally designed for the Apple. The gamer is a captured Allied officer being held captive in a Nazi fortress just prior to D-Day. Facing torture and certain death, the heroic soldier must make his way, armed only with pistol and whatever else — uniforms, grenades, bullets, etc. — he can scavenge while moving from room to room. The primary object is escape, but there is also a tempting set of German invasion plans stashed somewhere in the Castle Wolfie and scarfing them up is a marvelous, added coupe.

This is not a game for faint hearts, however, as it simulates a kill-or-be-killed situation with brutal verisimilitude. A German soldier taken at gunpoint by the player's surrogate will meekly surrender, proclaiming himself a "comrade!" Too bad, but there's no option for dragging prisoners around on this escape, so the poor blighter must be shot down in cold blood, lest he later cause your surrogate's own demise.

Brilliant, hard-nosed concept suffers from serious programming flaw — the game takes *very* long to load and nineteen of twenty times the hero is killed immediately.

CAVERNS OF MARS

Atari
Atari Computers
Medium/Memory Requirements:
16K — Disk
Suggested Retail Price: $44.95
Category: Scrolling Shoot-out
Number of Players: 1
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

A sort of vertically-downward scrolling version of a *Super Cobra*-type contest. Players are sent soaring down into the yawning cavern chosen from the multitude of such thin, armed canyons on the Red Planet. Fuel and ammo dumps must be destroyed on the way down to avoid destruction (and running out of gas). Upon reaching the bottom, the trip begins anew

CENTIPEDE

Atari
Atari Computers

Medium/Memory Requirements:
16K — Disk
Suggested Retail Price: $44.95
Category: Invasion
Number of Players: 1-4 (alternating)
Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

A new wrinkle is added to the standard horizontally-scrolling invasion game by allowing the player's cannon some vertical mobility as well. On a mushroom-littered field, players aim to destroy a bevy of buggers, from the multi-segmented centipede who moves down the screen in serpentine fashion, to the dropping spiders, dive-bombing fleas and other assorted nasties making cameo appearances for bonus points (such as the scorpion, who also serves to poison the mushrooms).

Centipede features auto-fire and works well with the Atari-compatible tracballs. Based on the Atari coin-op.

CONGO BONGO

Sega
Atari Computers
Medium/Memory Requirements:
16K — Cartridge
Category: Cute/Climbing/Translation
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: Not Available
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Available
Overall Rating: 5

This adaptation of the popular coin-op features two of the game's four original screens. The first screen requires the player to move a jungle explorer from the bottom of a mountain plateau to the top, where the cowardly ape Bongo sits tossing coconuts. Besides avoiding the nuts, the explorer has to jump across gaps and a river, as well as shake off the monkeys that climb on his back. If four monkeys surround him, they toss him off the cliff.

The second screen's challenge is to ford a deep river filled with hungry fish and hippos. To do this, the player must hop from one creature's back to another. Land in the water — or in a monster's open mouth — and it's curtains for the explorer. Succeed, and it's back to the first screen at a harder level.

COSMIC TUNNELS

Datamost
Atari Computers
Medium/Memory Requirements:
32K Disk — 16K Cassette
Category: SF/Multi-Scenario
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Available
Overall Rating: 5

Caped crusader Captain Sticky is the star of "part four" of a nonexistent series. In the first scenario, the Cap'n must guide his spacecraft from its home base to one of the four tunnel gates at the top of the screen. Falling meteors and collision with the base cost energy, but don't destroy the ship. Once inside the tunnel, points can be scored by shooting space mines as they whizz past.

After exiting the tunnel, the ship must land on the asteroid while avoiding the missile fire from four enemy bases. The bases can — and should — be destroyed to avoid needless power drains. Once on the planet's surface, the Captain must collect two energy bars and bring them back to his ship, while avoiding a hoard of deadly creatures, such as the Space Turkeys, that can run back and forth trying to block his way. Four X-marked launch pads help him fly over the creatures' heads. After successfully grabbing both bars, Captain Sticky takes off, goes back through the cosmic tunnel, and chooses another "door" to resume the game.

CROSSFIRE

Sierra/On Line
Atari Computers
Medium/Memory Requirements:
32K — Disk
Suggested Retail Price: $29.95
Category: Maze Shoot-out
Number of Players: 1
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Fantastically enjoyable take-off on the old coin-op cult fave, *Targ*, this title has a four-directional player's cannon moving around city blocks as seen from above, while under siege from a swarm of alien life forms which must be blasted four times in order to eliminate them.

Bonus rollers appear periodically on the colorful seven by six grid, simulating an overview of 36 city blocks. Play this one from the corners to cut down on the number of possible attack angles.

CRUSH, CRUMBLE & CHOMP!

Automated Simulations/Epyx
Atari Computers
Medium/Memory Requirements:
32K — Disk
Suggested Retail Price: $23.25
Category: Miscellaneous
Number of Players: 1
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Players portray a variety of Japanese-inspired monsters who must do a variety of things — as predetermined by the player — to a city in terror. Whether gulping down soldiers or doing damage without causing harm to humans, this is an unusual adventure program with enough uniqueness to guarantee it a place in the pantheon of desirable graphic-adventures.

DANCING FEATS

Softsync
Atari Computers
Medium/Memory Requirements:
32K — Disk
Category: Music
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95
Audio Rating: Excellent
Graphics Rating: Fair
Play-Action Rating: Not Applicable
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Music composition programs for the Atari are plentiful, but *Dancing Feats* occupies a specialized niche. It's a one-person joystick band that lets even non-musicians fool around with a flexible, simple instrument that practically defies you to make it sound bad.

Dancing Feats might almost be called a computerized kazoo. After picking the tempo, baseline, ending, scale and musical style, the player forms notes by moving the joystick around. A visual display of vertical colored bars that grow and shrink in response to the music keeps the eyes as well as the ears entertained.

THE DARK CRYSTAL

Sierra On-Line
Atari Computers
Medium/Memory Requirements:
48K — Disk
Category: Fantasy/Adventure
Number of Players: 1 and up
Controller Type: Keyboard
Suggested Retail Price: $37.95
Audio Rating: Fair
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Available
Overall Rating: 6

This two-disk adaptation of Jim Henson's fantasy film features a text display at the bottom of the screen, which describes the action, as well as a high-resolution picture to illustrate the scene. Players enter two-word commands ("go door," for example) to input their actions and respond to the computer.

Jen, the last Gelfling left in the dying land, has been summoned by the dying leader of the benevolent Mystics. His quest: to find the lost shard of the Dark Crystal, bring it to the castle where the evil Skeksis reign supreme, and heal the crack in the crystal before the great conjunction of the suns. If he succeeds, the dark days of Skeksis power will end forever. If he fails, the evil race will rule the land.

DEFENDER
Atari
Atari Computers
Medium/Memory Requirements:
8K — Cartridge
Category: Scrolling Shoot-out/
Translation
Number of Players: 1-2
Controller Type: Joystick and Keyboard
Suggested Retail Price: $44.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The object of this arcade-to-home translation is to destroy several kinds of attacking aliens while defending ten helpless humans on the surface of a distant planet. If the green Landers succeed in carrying a human to the top of the playfield, the two life forms meld into one — the dreaded buzzing Mutants.

To cope with wave after wave of Landers, Bombers, Pods containing Saucers, etc., the ship is armed with unlimited laser fuel, three smart bombs (which destroy every alien onscreen), and the ability to jump into hyperspace. Both the latter functions are activated through the computer keyboard, while the ship's directional and fire controls are joystick-operated.

Fans of the arcade classic may find the new control scheme too easy to use.

DELUXE INVADERS
Rocklan
Atari Computers
Medium/Memory Requirements:
16K — Disk
Suggested Retail Price: $39.95
Category: Invasion
Number of Players: 1-2 (alternating)
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

For those gamers who prefer the classical-looking graphics from the souped-up version of *Space Invaders* that appeared in arcades several years back, this is the version for you.

Authentic duplication of the coin-op with some twists, such as the invaders splitting in two when hit, and odd juxtapositions of large and small aliens in the same column. Otherwise, this is the standard invasion contest with the rows of invaders marching down-screen and the player attempting to eliminate them with a horizontally-movable cannon.

Bonus points are garnered for hitting the mystery ship that periodically sails across the top of the playfield.

DEVIL'S DARE
Jay Gee Programming Group
Atari Computers
Medium/Memory Requirements:
16K — Disk or Cassette
Category: Action/Strategy
Number of Players: 1-4
Controller Type: Joystick
Suggested Retail Price: $24.95
Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Fair
Solitaire Rating: Good
Head-to-Head Rating: Excellent
Overall Rating: 7

Getting five squares in a row in any direction is the object of this strategy contest in which one or more players may compete against each other and the computer. Each player in turn uses the joystick to move a cursor to the desired square, and hitting the button locks in the move. Each competitor starts the round with 1,000 points and must make moves as quickly as possible or risk being put out of the game should they expire before the round is concluded.

Devil's Dare offers numerous options, including three skill settings, board sizes from 5x5 upward and several multi-player modes. The graphics look much better if your Atari is equipped with a GTIA chip, but the recognition problem is not too severe, at least for the solitaire games, on models with the older CTIA chip.

DRAGONRIDERS OF PERN
Epyx
Atari Computers
Medium/Memory Requirements:
48K — Disk
Category: Strategy/Action
Number of Players: 1-4
Controller Type: Joystick
Suggested Retail Price: $39.95
Audio Rating: Excellent
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Good
Overall Rating: 7

The computer game adaptation of Anne McCaffrey's bestselling novels lets each player lead one of seven dragonrider strongholds, or Weyrs, on Pern. In the first phase of each "year," Weyrleaders jockey against each other for political allies in the Holds and Crafthalls of the land. Political leverage may be gained by negotiating directly, inviting selected leaders to dragon hatchings, holding weddings, or even by dueling with an enemy. Random events, as well as the doings of each Weyr, are displayed on a progress screen.

The latter phase is an action sequence in which each Weyrleader leads the Dragonriders in the fight against Threadfall. These bits of Thread that drop out of the sky must be charred by dragonbreath before they reach the ground. One on-screen dragon represents all the riders present. If a dragon is touched by Thread, it must quickly go "between" or be wounded or killed.

Players choose the number of "years" they wish to play. The game ends when one Weyr attracts enough allies, or when too much land has been destroyed by Thread.

DROIDS
TG
Atari Computers
Medium/Memory Requirements:
8K — Cartridge
Category: SF/Task-completion/
Maze Shoot-out
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 5

The droids have gone off their chips and are running amok in a sophisticated energy complex which must be kept running at all times. The droids are now, inexplicably, turning *off* the various machines and the player, using a laser weapon to destroy the rebellious robots and an elevator to move freely up and down to the various levels, must re-start all the machines while holding the mad machine men at bay.

Oh, yes, all this must be accomplished under a strict time limit!

DROL
Broderbund
Atari Computers
Medium/Memory Requirements:
48K — Disk
Category: Cute/Maze/Shoot-out
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Excellent
Graphics Rating: Outstanding

Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

In the first screen of this rescue mission, the player searches a four-level, horizontally-scrolling playfield for a little girl and her pet lizard. A touch from the gaily-bouncing scorpions ends the hero's life. The gamer is assisted by a laser gun and jet pack, which enables the hero to fly through trap doors on floors or ceilings.

In the second level, the hero's quest is to find the girl's brother and his pet, while shooting hopping trolls that bar the path. The third, most dangerous, screen pits the hero against bomb-spitting dragons, flying knives, axes and razor blades. And man-eating plants that lurk unseen at the bottommost level. The object of the mission? To rescue the children's imprisoned mother.

After completing all three scenarios, the player is rewarded with intermission sequences. Then, it's back to the first screen—only this time, even the scorpions toss bombs!

EMPIRE OF THE OVER-MIND
Avalon Hill Company
Atari Computers
Medium/Memory Requirements:
40K — Tape or Disk
Suggested Retail Price: $49.95
Category: Adventure
Number of Players: 1
Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Not Applicable
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

This prose adventure casts you in the role of the potential savior of two planets, which are currently under the heel of a techno-mystical dictator known as the Over-Mind. Aided by clues contained in a long narrative poem included with the game, the player must explore these twin worlds, battling monsters.

Empire of the Over-Mind doesn't fall into the trap that catches too many puzzle-dungeon programs. The puzzles do not necessarily have to be solved in lock-step order, nor is there only one road to victory.

ENCHANTER
Infocom
Atari Computers
Medium/Memory Requirements:
48K — Disk
Category: Adventure/Task-completion
Number of Players: 1 and up
Controller Type: Keyboard
Suggested Retail Price: $49.95
Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

This sword-and-sorcery quest casts the player as a novice sorcerer. Equipped with only four spells and a spell tome, the neophyte must venture forth into the stronghold of an evil wizard to discover and disarm the dark forces that lurk within.

"Treasures" found along the way are actually spell scrolls. The idea is to save and use each spell at the appropriate time.

This full-text adventure features no graphics or sound effects. The computer describes the action in prose, and the player inputs directions by typing full sentences on the keyboard.

A hint booklet and map is available from Infocom.

ENCOUNTER
Synapse
Atari Computers
Medium/Memory Requirements:
32K — Disk
Category: Driving and Shooting/ Multi-Phase
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $00.00
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Pilot an alien seeker across a bizarre battlefield in this first-person-perspective shoot-out. The screen presents the craft's control panel, complete with radar scope, lights that warn of incoming fire and approaching enemies, shield capacity and the number of foes still operational.

Once a playfield is cleared of menaces, a portal appears and the game moves into its second phase. This is an ultra-fast avoidance game in which your ship must dodge onrushing obstacles in deep space. It is not as exciting as the main screen, but mastering it is necessary to advance to higher levels.

FLIP & FLOP
First Star
Atari Computers
Medium/Memory Requirements:
32K — Disk
Category: Color Changing
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $29.95
Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Flip the Kangaroo and Mitch the Monkey alternate as the stars of this unusual scrolling color changing contest. Instead of a cube pyramid, networks of platforms connected by short ladders serve as the playfield. Odd-numbered ones feature Flip moving around the top of a platform system viewed in three-quarter perspective. Even-numbered fields are physically the same as the preceding odd-numbered layouts, but Mitch swings from platform to platform from the underside. The change in viewpoint is intriguing, and it's easy to forget that you've just competed on a similar playfield, but from a different angle. A Zookeeper begins chasing Flip on level #3, while his net gets after Mitch starting on #4.

The arcader gets five "lives" per game and earns an extra by completing one of the playfields. The game may be begun at levels 1-13, which is a pleasant shortcut once the basic mechanics are mastered. Finishing off five playfields lets the gamer enjoy a cartoon intermission. The intermissions are cute, but hardly more charming than the game proper, which is one of the most charming around.

FORT APOCALYPSE
Synapse
Atari Computers
Medium/Memory Requirements:
32K Disk and 16K Cassette
Category: Scrolling Shoot-out/SF/ Task-Completion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Arcaders man a cannon-bearing helicopter which can blast through the ground into the lower levels of Earth, where the decidedly unpleasant Kraalthan keep the human race as slaves. The object is to use hit-and-run tactics in order to relieve the Kraalthan of their fuel and ordinance materials.

Oh, yes — it's also a good idea to obliterate the fortress of these Alien dreadfuls and liberate the captive humans.

FROGGER
Parker Brothers
Atari Computers
Medium/Memory Requirements:
16K — Cartridge
Category: Translation
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $29.50
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent

Head-to-Head Rating: Not Applicable
Overall Rating: 8

The player controls a little frog who has to hop through the traffic on a five-lane highway, then cross a log-filled river to reach his home lily pad.

Being hit by a car, falling into the water, or being atop a diving turtle when it submerges all cost the gamer one turn. A hungry croc also pops up randomly in one of the froggie's five home lily pads, and touching it proves fatal.

Escorting home a lady frog (found on a floating log in the river) earns the gamer bonus points.

FROGGER
Sierra On-Line
Atari Computers
Medium/Memory Requirements:
16K — Disk or Cassette
Category: Translation/Dodging
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The player controls a little frog who has to hop through a four-lane highway, then cross a river, to get home to his lily pad. The road is full of traffic and the water with floating logs and diving turtles, each of which travel in lanes that move in opposite directions.

Being hit by a car, falling into the water, or being on top of a turtle when it dives costs the player one turn. A hungry crocodile also sometimes lurks next to a lily pad, just waiting for a tasty bit of frog meat.

Escorting a lady frog back to the lily pad earns bonus points. Each time the player gets five frogs back to their homes, a new, more difficult screen begins.

FUN WITH ART
Epyx
Atari Computers
Medium/Memory Requirements:
16K Cartridge (copyable to disk)
Category: Drawing
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $39.95
Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Fair
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 4

Not really a game at all, *Fun With Art* is a simple drawing program that allows players to select pre-existing objects and place them in various orders in the process of creating drawings.

If a particularly impressive drawing has been created and the artist wishes to save it for posterity, the work may be transferred to disk to be saved.

GALAXIAN
Atari
Atari Computers
Medium/Memory Requirements:
8K — Cartridge
Category: SF/Invasion/Target
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $44.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This classic coin-op serves as a perfect sequel to *Space Invaders*. Here, however, the aliens don't just sit there, waiting to be obliterated, but rather swoop down to the hapless defender, moving in formation, and dropping bombs as they sweep in a downward arc toward the gamer's cannon before moving offscreen, only to return at the top of the playfield seconds later.

Galaxian is a classic videogame that holds up well to this day.

GATEWAY TO APSHAI
Epyx
Atari Computers
Medium/Memory Requirements:
16K — Cartridge
Category: Adventure
Number of Players: 1
Controller Type: Joystick/Option Keys
Suggested Retail Price: $39.95
Audio Rating: Fair
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

The player uses the joystick to maneuver an on-screen hero through a multidirectionally-scrolling playfield composed of rooms and corridors. Each passageway is invisible until actually entered, and some doors must be unlocked to pass through.

By defeating monsters, using spell scrolls, finding armor and weapons, and avoiding traps, the player increases his or her chances for survival — and often gains experience points to boot. The more experience gained, the higher the gamer's attributes (such as health, strength, and dexterity).

The game contains 16 dungeons, each eight levels deep and containing approximately 60 areas to a level. The player can mix and match dungeons and levels according to personal preference.

G.F.S. SORCERESS
Avalon Hill
Atari Computers
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $49.95
Category: Adventure
Number of Players: 1
Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Not Applicable
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Despite the implications of the title, this is straight-out science fiction with a strong suggestion of 1930's pulp space opera. In this text adventure, projected as the first of a series, you are Joe Justin, a spaceman who has been convicted of a crime which he did not commit. The goal is to find a new spaceship, get it in working order and explore the universe, looking for the proof that will clear you of the murder conviction that resulted in your being shoved through an airlock into deep space.

GORF
Rocklan
Atari Computers
Medium/Memory Requirements:
16K — Disk
Suggested Retail Price: $39.95
Category: Invasion
Number of Players: 1-2
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This version of an arcade game features four different scenarios: invaders with periodically energized force shields; dive-bombing invaders; swirling invaders and, finally, the mother ship sequence.

In the first field, play is much the same as in *Space Invaders*, with the exception of an on-again/off-again forcefield that destroys all incoming and outgoing fire. The second rack borrows something from *Galaxian*-type shoot-outs, with trios of invaders peeling off from the pack and dropping right at the player's cannon. Rack three involves ships moving in a circular route from a focal point, growing larger and larger with each swing around. Finally, against the mother ship, a direct — and highly precise — hit is the only thing that will blow up the invading craft.

GUNFIGHT/SEAWOLF
Epyx
Atari Computers
Medium/Memory Requirements:
32K — Disk
Category: Gunfight: Target/Western;

Seawolf: Target/Combat
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: Not Available
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Excellent
Overall Rating: 6

This Epyx disk contains a pair of venerable arcade oldies. *Gunfight* casts gamers as gunslingers, blasting away at an opposing desperado, with obstacles placed randomly to increase the challenge.

Seawolf is an early-model submarine combat contest. Gamers launch torpedoes at passing enemy ships.

While no longer state-of-the-art, these games have an elemental appeal undiminished by the passing of time.

HARD HAT MACK
Electronic Arts
Atari Computers
Medium/Memory Requirements:
48K — Disk
Category: Climbing/Multi-Phase
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $35.00
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Working-class hero Hard Hat Mack battles vandals and OSHA reps to finish construction of this three-screen building. In game terms, he must pick up girder sections one by one, fit them into the gaps in the superstructure, and then use the sometimes-elusive riveting gun to weld them into position permanently.

Each playfield actually includes several levels of construction. Mack uses assorted methods to get around the screen, including elevators, a jump board, ropes and conveyors. Pushing the appropriate key before starting play allows Mack to begin on the second or third screen rather than the first.

HAUNTED HILL
Swifty Software
Atari Computers
Medium/Memory Requirements:
16K — Disk
Suggested Retail Price: $29.95
Category: Invasion
Number of Players: 1
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Poor
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 4

This is a sort of morbid version of *Centipede* with some interesting twists. Players maneuver stiffly across the base of the playfield, firing up at a field littered with tombstones and a conga-line of vampire bats making their way downscreen. Hitting a bat transforms it into a grave marker, each of which can be hit four times — undergoing a color change with each hit. After hit number four, the stones either vanish or transform into ghosts, who can kill with a touch, but which are worth extra bonus points.

HER MAJESTY'S SECRET WEAPON
Distro Enterprises
Atari Computers
Medium/Memory Requirements:
48K — Disk and Basic Cartridge
Category: Adventure
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: Not Available
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Not Applicable
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

This illustrated adventure, the first part of a trilogy, follows the expoits of Lord William Randolph XVII. This polo-playing jet-setter with a huge fortune and noble lineage is a retired secret agent who only handles cases at the personal invitation of the Royal Family.

Her Majesty's Secret Weapon mixes state-of-the-art concepts with some surprisingly primitive programming in spots. Lord Randolph is well-characterized with considerable freedom of action, but the human player's enjoyment is somewhat circumscribed due to the use of a simple two-word order entry sequence instead of the full-sentence parser found in some of the newer adventures.

THE HEIST
Micro Lab
Atari Computers
Medium/Memory Requirements:
48K — Disk
Category: Climbing
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $35.00
Audio Rating: Good
Graphics Rating: Outstanding
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

You're master thief Graham Crackers, and you've broken into a three-story museum packed with 99 rooms of treasure in this lovely-but-lethal design by Mike Livesay and Mike Mooney. Unfortunately for Mr. Crackers, the museum is also packed with alarms, locked doors, mobile guard robots and hazards of every description. Graham can fall any distance, jump alarms and some (but not all) other obstacles, and eliminate the robots at the cost of one of the limited supply of keys dotted around the multi-screen display.

A variety of methods get Graham from floor to floor, including lifts, escalators and an elevator. The gamer starts with three Grahams and can gain a single extra thief by amassing 10,000 points.

This sometimes-frustrating game is beautifully animated, making it a feast for the eyes as well as a stern challenge.

INFIDEL
Infocom
Atari Computers
Medium/Memory Requirements:
48K — Disk
Category: Adventure/Task-Completion
Number of Players: 1 and up
Controller Type: Keyboard
Suggested Retail Price: $49.95
Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

After being left to die in the desert by a mutinous digging crew, the player must singlehandedly survive the harsh trip further into the sands to investigate the rumor of a long-lost pyramid.

Armed with a partial hieroglyphics dictionary, (hopefully) a navigation box, and other equipment found along the way, the explorer's quest is to find and enter the pyramid, then unravel the puzzles that lead to priceless treasures.

The game is packaged with a vellum map, plus two humorously written letters which explain the scenario. Hint booklets are available for novices.

JAWBREAKER
Sierra/On-Line
Atari Computers
Medium/Memory Requirements:
16K — Disk
Suggested Retail Price: $27.00
Category: Maze-Chase
Number of Players: 1-2
Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

This is the original version of the most magnificent of *Pac-Man*-clones. Instead of a gobbler, we've got chomping teeth moving through a Candyland-type maze dotted with "wife savers" and special treats as bonus items. The ghosts are seen here in the form of "smile"-faced bullies who roll through the maze in search of the chattering choppers. The power pellets are called "jawbreakers" — glowing, multi-colored wife savers that transform the smiling multicolored bullies into frowning, blue faces, vulnerable to the chomping teeth.

This may be difficult to locate since the new, non-litiginous version has been introduced, but its streaking-smooth play-action and graphic excellence make it worth the search.

JAWBREAKER II
Sierra On-Line
Atari Computers
Medium/Memory Requirements:
35K — Disk
Category: Maze-Chase
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The maze-chase goes linear in *Jawbreaker II*, a reworking of the original Jawbreaker which is presently available on the Commodore-64 as well as the Atari computers. The idea, in this romp through the candy stores, is to scoop up all the sweets while avoiding the bullies' deadly touch. Turning this trick sends the gamer to the next level of difficulty, after an intermission during which a toothbrush comes out to shine up the set of chompers which represents the human player on the screen.

Jawbreaker's playfield is sectioned into horizontal channels. Moving gaps in the dividers between the channels let the teeth switch lanes. Special energized hard candies give the teeth the power to turn the tables on the sinister smilers and gobble them up for points.

Jawbreaker II has 10 skill levels, all selectable prior to the start of play. Level #0 is a "teddy bear" game suitable for young home arcaders.

JOUST
Atari
Atari Computers
Medium/Memory Requirements:
8K — Cartridge
Category: Fantasy/Translation
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $49.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Outstanding
Overall Rating: 8

One or two players sit astride barded birds of war and take to the skies in a fantasy joust. When two warriors meet, the player with the higher lance wins the point, while the loser is destroyed.

Each time a player-controlled knight vanquishes a foe, the dying jouster drops an egg. Catch it for extra points before it hatches into a new opponent. Also, beware of the airborne pterodactyl — only a lance straight to the face can kill it.

In two-player variations, the player who lives longest wins the game.

JUICE!
Tronix
Atari Computers
Medium/Memory Requirements:
16K — Cassette
Category: Color Changing
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Turning on the electricity is the goal in *Juice!*, a game that casts the gamer as Edison the robot, who moves over the black circuit board trying to connect all the squares and get the current flowing. The gamer begins his six-level contest with five Edisons and gets a bonus one as a reward for tallying 10,000 points.

Pesky Nohms hop around the board, appearing at the top and jumping off the bottom edge. If they touch Edison, the mechanical man melts down. When all Nohms take the Big Leap, they leave behind a capacitor which ultimately turns into a hunter-killer Nohm called Killerwatt. Flash, the lightning dolt doesn't directly harm Edison, but he disconnects the circuit in every square he reaches. Recharge, on the other hand, is Edison's friend and must be caught for bonus score.

JUMPMAN
Epyx
Atari Computers
Medium/Memory Requirements:
32K — Disk
Category: Multi-Scenario/Jumping/ Task Completion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $39.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Thirty different playfields are featured in this mind-boggling game where players control the titular hero as he scales ladders, ponders booby traps and vaults chasms in order to collect the balls placed variously about the different infrastructures that comprise the racks in this contest. Meanwhile, bullets are being fired by some fiend from off-screen, and his aim is uncanny! Don't stay in the same place too long, keep moving and collecting those balls. if it's impossible to climb up or down in order to avoid a case of lead (bullet-type) poisoning, the hero can leap over the shot.

JUMPMAN JR.
Epyx
Atari Computers
Medium/Memory Requirements:
16K — Cartridge
Category: Climbing/Multi-Scenario/ Jumping
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $39.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Twelve different playfields of increasing complexity and sophistication comprise this new scion of the original *Jumpman*. Unlike its progenitor, however, there are no programming flaws and the task of moving our jumping protagonist over a mazework of ladders, platforms, dumbwaiters and minefields is smoother. The object is to collect all the balls either laying on the infrastructure or suspended just above it.

Jumpman leaps, climbs and scampers with amazing speed and agility — all qualities he'll require to escape the barrage of bullets being constantly fired from above and from the sides of the screen.

KAYOS
Computer Magic, Limited
Atari Computers
Medium/Memory Requirements:
8K — Cassette or Disk
Category: S-F/Combat
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Fair
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 5

Kayos is a duck 'em and blast 'em game set in deep space. You are on the aptly named planet Kayos, and all life — other than your own on-screen surrogate — has been wiped out. The idea is pure and simple survival — staying alive as long as possible.

KABOOM!
Activision

Atari Computers
Medium/Memory Requirements:
16K — Cartridge
Category: Cute/Catching game
Number of Players: 1-2
Controller Type: Joystick or Paddle
Suggested Retail Price: $34.95
Audio Rating: Outstanding
Graphics Rating: Good
Play-Action Rating: Excellent (with paddle); Poor (with joystick)
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

Kaboom! comes to home computers, but without quite the bang of the 2600 original. Gamers must move three, stacked water buckets horizontally across the base of the playfield in order to catch the waves of cascading bombs being dropped on the unwary populace by a dastardly felon who zips back and forth across the top of the screen.

The bombs come progressively faster (ultimately reaching a speed of 13 per second, approximately). Each time a bomb is missed, every explosive on screen detonates and the lowest bucket is forfeit.

Play until you run out of water buckets.

K-RAZY ANTIKS

CBS Software
Atari Computers
Medium/Memory Requirements:
16K — Disk
Suggested Retail Price: $49.95
Category: Maze-Chase
Number of Players: 1
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

This is an extremely challenging maze contest set in a honeycombed anthill, where the player maneuvers a white ant capable of laying dozens of eggs (which should be spaced as widely apart as possible to protect against their being gobbled up by the enemy ants who stalk the hill.)

The object of the game is to trap all the enemy insects in a centrally positioned pen. There are several ways of accomplishing this. Before entering the hatching stage, for example, the player's ant can pick up a throbbing enemy ant-egg and use it as a drop-bomb to blow up a foe on its tail. The ant is also able to lure its antagonists downscreen just before a periodic rainstorm floods all the lower levels of the bug colony, but be prepared to scurry uptown in a hurry at the first rumbling of thunder.

Finally, there's the anteater who makes the occasional cameo appearance, probing deep into the tunnels with its enormous tongue. Attempt to lure your attackers into that tacky tongue and another one bites the dust. Also keep in mind that so long as one of your ant's eggs remains on-screen, the game will continue.

K-RAZY KRITTERS

CBS Software
Atari Computers
Medium/Memory Requirements:
16K — Disk
Suggested Retail Price: $49.95
Category: Invasion
Number of Players: 1
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

A standard alien invasion contest is enlivened by some clever variations on the now-overfamiliar genre. Each of the various creatures, aligned in the now familiar column, are trapped in varicolored block-like prisons. The gamer's first shot destroys the cage, unleashing a shrieking, bird-like extra-terrestrial with an almost-unerring instinct for homing in on the horizontally-mobile cannon at the base of the playfield. As the play progresses, the bird-beasties become powerful enough to burst their prisons alone, so keep eyes roaming the screen constantly.

K-RAZY SHOOT-OUT

CBS Software
Atari Computers
Medium/Memory Requirements:
16K — Disk
Suggested Retail Price: $49.95
Category: Maze Shoot-out
Number of Players: 1
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Clearly inspired by the *Bezerk*-type shoot-outs, player surrogates must clear a series of linked mazes of their deadly robot sentries. The mechanical guardians definitely shoot back with each level, growing progressively more difficult.

Scores are determined by everything from the number of shell casings used, to the bonus points awarded when two robots walk into a wall — or each other. Ratings are administered at the end of each play session. Very difficult.

K-STAR PATROL

CBS Software
Atari Computers
Medium/Memory Requirements:
16K — Disk
Suggested Retail Price: $49.95
Category: Scrolling-Shoot-out
Number of Players: 1
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 6

This is a typical horizontally-oriented scrolling shoot-out, but with a difference; ships in the K-Star squadron are lined up, vertically, at the left side of the playfield and as each of the lead ships is blasted to atoms, one of the substitutes enters the fray. Unfortunately for the gamer, however, those ships sitting so pretty in space, still as a log, are vulnerable to enemy fire and can be wiped out by stray shots.

LIFESPAN

Roklan
Atari Computers
Medium/Memory Requirements:
16K — Cartridge
Category: Multi-Scenario
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: Not Available
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

This game is an analogy of life, wherein the goal is to live the longest, fullest life possible.

In babyhood, the player must use building blocks to trap personality traits in the corners. The more traits trapped, the more opportunities the person will have later, and the longer his or her overall lifespan.

After choosing an opportunity compatible with the player's game personality, the gamer moves along a neighborhood grid. The object of this screen is to collect enough common interests to join a conversation.

In the experience corridor, the player must steer clear of worries, fears, and doubts, which are health-threatening. Catching a hope reverses some of the negative emotions' effects.

At the end of the game, a high-speed, multilayered recap of the game is shown. The richer your lifespan, the prettier the show.

LODE RUNNER

Broderbund
Atari Computers
Medium/Memory Requirements:
48K — Disk
Category: Multi-phase/Strategy
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Fair

Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

The player's task is to collect all the barrels on a playfield, while avoiding the four guards hot on the trail. Besides simply steering clear of them, the player can trap the guards for extra points by digging holes in their paths.

At higher levels, several layers of ground must be dug through to reach elusive barrels. To proceed to the next screen the gamer must clear all the barrels from the previous one.

There are a total of 150 different playfields built into the game, and a design-it-yourself option allows the player to customize new screens for unlimited challenge.

Unlike many other games of this genre, the on-screen hero can fall any distance without being injured or killed. But falling into his own hole proves fatal, because the ground refills itself within a few seconds.

MAJOR LEAGUE HOCKEY
Thorn/EMI
Atari Computers
Medium/Memory Requirements:
8K — Cartridge
Category: Sports
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $39.95

Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Outstanding
Overall Rating: 8

Okay, take out those dentures and drop the puck! This is a highly accurate simulation of the world's fastest-moving team sport. *Major League Hockey* uses the standard control system all Thorn/EMI software employs: by pressing the action button, the player nearest the puck will disappear for an instant, replaced by "1" before returning to his original form. This skater, or goalie, is now in the arcader's control while the computer handles the rest of the team.

Exhilarating, real-sports action that would be perfect if only the computer played a slightly more challenging game.

MARATHON
Educational Software
Atari Computers
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $19.95
Category: Kideogame
Number of Players: 1-2

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Good
Overall Rating: 7

This program used the "tortoise & the hare" theme to present an entertaining learning experience. Player(s) are tested in simple addition, subtraction, multiplication and division. Specific areas can be focused on, or all areas can be tested.

Solving the problems advances the on-screen characters in their fabled race. Every fifth query challenges players at deducing the multiple of a given number as quickly as possible.

MAR TESORA (SEA TREASURE)
Syncro
Atari Computers
Medium/Memory Requirements:
32K — Disk
Category: Sea Adventure/Task-Completion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: Not Available

Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Players input all their many commands via joystick alone in this computerized deep sea fortune hunt. Beginning with a set amount of money, the gamer outfits his crew, taking along a variety of objects and persons (a historian, for example), can be very useful in determining whether or not that document the divers turned up in a bottle on the ocean floor is a lament from Pericles or a love letter from a bored Phoenician fishmonger. Also to be determined is how much of the booty the cap'n will share with his crew. A generous cap'n gets astonishingly higher levels of cooperation from the swabbies.

Each journey (each *successful* journey, that is) concludes with the ship returning to port for ever more exotic fortune hunting equipment. Score big enough and buy a diving bell, which allows the craft to journey even farther from land into the deeps where the neatest treasures are waiting.

Spatan graphics, but a marvelous simulation of a thrilling life experience. Just don't borrow from loan sharks if you can't pay them back or they'll break your knees!

MEGALEGS
Megasoft
Atari Computers
Medium/Memory Requirements:
16K — Disk
Suggested Retail Price: $39.95
Category: Invasion
Number of Players: 1

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

A *Centipede*-like arcade contest requires players firing at the thousand-legger moving in zig-zag fashion downscreen, along with an assortment of turtles, mushrooms and the like.

Progressive difficulty factors are programmed into this contest with bonus lives awarded for every 10,000 points scored by the insect-hunting arcader.

MEGAMANIA
Activision
Atari Computers
Medium/Memory Requirements:
8K — Cartridge
Category: Scrolling Shoot-out/Multi-phase
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $31.95

Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

The player controls a horizontally-moving cannon at the bottom of the screen. Wave after wave of different enemies (everything from dice to French fries) scroll across the screen, dropping bombs. Blast all the objects in each attack wave to move on to the next level.

MINER 2049ER
Big Five Software
Atari Computers
Medium/Memory Requirements:
16K — Disk
Suggested Retail Price: Pending
Category: Climbing
Number of Players: 1

Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

Ten separate scenarios are involved in "Bounty Bob's" search for treasure in the strangest mine shafts ever conceived by the mind of man. Jumping, climbing, elevators and even a cannon are used to get Bob from one level to the other, but he still must cover all the playfield's ground and clear out all the gold before advancing to the next level.

The mines are patrolled by strange monsters who can only be defeated after Bob has ingested a power source. Chutes, ladders and a wide variety of skill challenges fill out the 10 rounds.

MISSILE COMMAND
Atari

Atari Computers
Medium/Memory Requirements:
16K — Disk
Suggested Retail Price: $44.95
Category: Invasion
Number of Players: 1-4 (alternating turns)

Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Three cities are spaced on either side of a missile-launching command center located at the center of the playfield's base. With assaults coming in ever-more lethal waves, the player must position an on-screen cursor in order to blow up all incoming missiles.

Play continues in the computer version of the coin-op classic until all six cities have been lost, with 10,000 bonus points good for a bonus metropolis.

MISSION: ASTEROID
Sierra-On-Line
Atari Computers
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $22.00
Category: Illustrated Adventure
Number of Players: 1

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 8

The initial entry in the library of On-Line's illustrated adventures may not be up to the standards of the latest model, but provides an excellent primer for adventurers.

An asteroid is about to smash into Earth and the player is sent into space to blow it up.

MONSTER SMASH
Datamost
Atari Computers
Medium/Memory Requirements:
32K — Disk
Category: Maze-Chase
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $39.95

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

Monsters are escaping from a graveyard, and if enough of them get out they'll wreak havoc on the world — or maybe just star in a couple of movies.

The player uses the joystick to reposition the tombstones in the graveyard to trap the creatures. Then, when the action button is pressed, the entire row of stones flaps forward, batting any creature in front of them to death in an instant.

The game ends when too many monsters have escaped from the graveyard.

MOONBASE 10
P.D.I.
Atari Computers
Medium/Memory Requirements:
32K — Both Tape and Disk required
Suggested Retail Price: $29.95
Category: Invasion
Number of Players: 1

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This Arkie-winner in the computer category is one of the most unique science fiction games available. The game begins with the player awakening on board a spaceship after a long sleep in suspended animation. The actual game program comes on disk, but the cassette tape is what makes this such an innovative concept. Here the tape is used not as a program format, but for voice and sound-interaction.

Players advance through a series of arcade-style contests, working through a trio of planetary moons with constant commands and updates being piped through the speaker.

Winners even get a personal "well done" from the President!

MOUNTAIN KING
CBS Software
Atari Computers
Medium/Memory Requirements:
16K — Cartridge
Category: Adventure/Task Completion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $30.00

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Somewhere at the bottom of a hollowed-out mountain stands a lost temple. To reach it, the player must first capture the elusive Flame Spirit and present it to the Skull Spirit that guards the temple's entrance.

To catch the Flame Spirit, the gamer must first collect enough diamonds that litter the pathways. Then, faint theme music signals the presence of the invisible, dancing Flame. The louder the music, the closer the adventurer is to the Flame Spirit. (It can only be seen in the glow of the hero's flashlight.)

After capturing the Spirit and entering the Temple, the gamer must put on the crown hidden on the altar inside and take it to the top of the mountain, where the Eternal Flame burns. But guardian bats swoop down, and if they touch the hero, they steal back the crown, returning it to the temple altar.

MOUSEATTACK
Sierra/On-Line
Atari Computers
Medium/Memory Requirements:
32K — Disk
Suggested Retail Price: $31.00
Category: Maze-Chase
Number of Players: 1-2

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 6

Unsatisfactory wrinkle in the maze-chase category from the creator of both versions of *Jawbreaker*. Player portrays a valiant plumber working in "Rat Alley" with only a few frightened kitties and mouse traps to defend himself while connecting pipes.

It eventually becomes a strain on the eyes when attempting to determine whether all the pipes have been correctly fitted (players will be hitting the "P" for pause control as often as the joystick action-button in this one). Super-rats appear almost immediately, as well, and they just shred the puny traps.

MOVIE MAKER
Reston
Atari Computers
Medium/Memory Requirements:
48K — Disk
Category: Construction Set
Number of Players: 1 and up
Controller Type: Joystick and Keyboard
Suggested Retail Price: $60.00

Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Not a game at all, *Movie Maker* does just what it says: helps the user draw and animate short computer "movies".

Though its documentation tends to be tedious and a bit confusing, the patient player is rewarded with a chance to create an original animation. A set of pre-recorded characters and shapes are built into the program, and these can be used as is, modified, or completely ignored. Zooms and camera pans are possible, as is duplicating or mirrorimaging already-drawn shapes.

Movie Maker requires three blank, formatted disks for use in each short animation's construction.

MR. COOL
Sierra On-Line
Atari Computers
Medium/Memory Requirements: Cartridge
Category: Color-Changing
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 5

Mr. Cool is a little ice cube with feet who must hop from plate to plate on the pyramidal playfield, lowering the temperature of each one as he lands on it. Fireballs and hotsprings are too warm even for this game's hypothermal hero, and they destroy him on contact. Pushing the action button initiates super-cool time, during which Mr. Cool can turn the tables on his foes (and the human player can pick up the usual assortment of bonus points).

Obviously, this program is similar to the classic *Q*bert*, but its cleverly worked-out theme and super-cool feature give it some claim on the gamer's attention.

MS. PAC MAN
Atari
Atari Computers
Medium/Memory Requirements: 8K — Cartridge
Category: Maze Chase/Translation
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $49.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Three different mazes, as well as three bonus intermission screens, feature arcading's most famous female character.

The object of the game is to clear all the dots from any given maze, accomplished by munching dots as the lady gobbler moves. By gulping one of four on-screen power pellets, she can turn tail on the pursuing bad guys and eat them for extra points. The score is also increased by munching the bonus snacks that periodically march through the maze.

MURDER ON THE ZINDERNEUF
Electronic Arts
Atari Computers
Medium/Memory Requirements: 32K — Disk
Category: Mystery/Action-adventure
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $40.00
Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

The player chooses which of eight world-famous detectives to take the role of, in a race against time to solve a murder aboard a luxury airship. The joystick moves the detective through the blimp's inner chambers as he or she searches for clues, questions the 15 living suspects on-board, and tries to accuse the guilty party before twelve game hours (about a half-hour of real time) elapse.

Each suspect's response to questioning varies, depending on the sleuth's particular method of asking. Whether the case is solved or not, the killer is revealed at the end of each play session. Because the program remembers all previously-played scenarios, each new game is different from the previous plays.

M.U.L.E.
Electronic Arts
Atari Computers
Medium/Memory Requirements: 48K — Disk
Category: Financial/Strategy
Number of Players: 1-4
Controller Type: Joystick/Paddle
Suggested Retail Price: $40.00
Audio Rating: Outstanding
Graphics Rating: Good
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Outstanding
Overall Rating: 10

Four alien colonists vie to claim the best land on a barren interplanetary colony. When less than four people play, the computer takes up the slack. After claiming the land, each colonist must equip and install a mechanical M.U.L.E. to produce food, energy, smithore, or crystite on the undeveloped plots. Then the group moves to the auction phase, where the object is to sell off surplus goods and re-stock supplies for the next round of play.

The *real* object of M.U.L.E., however, is to get rich and keep the other players poor, by gouging prices on items they need. At the end of 12 rounds (about an hour and fifteen minutes), the colonist with the most goods and cash is proclaimed First Founder of the planet. M.U.L.E. is truly a boardgame-on-a-disk, in the same vein as a more sophisticated Monopoly in outer space.

MY FIRST ALPHABET
Atari
Atari Computers
Medium/Memory Requirements: 32K — Disk plus Basic Cartridge
Category: Educational
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $34.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Not Applicable
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

The colorful pictures and musical sounds of My First Alphabet make learning the ABC's a pleasant experience for a young computerist. The program slowly draws pictures on the screen to go with the appropriate letter or number. The game can be set to run automatically while the child watches, or it can be used interactively, with letters alone, numbers alone, or letters and numbers together. In interactive displays, the player pushes the letter or number on the console keyboard that he wants displayed, and the computer draws the picture. For example, press "a" and the computer sketches an airplane line by line, propeller slowly spinning. The words "A is for airplane, arrow, arm, ant" appear on screen. The computerist then must type the letter that matches the display; then the program asks what number or letter to illustrate next. The action is rather slow; it takes several moments for the computer to draw the on-screen illustrations. But the pictures are colorful and pleasant, and the musical accompaniment cheerfully reinforces the learning experience.

NECROMANCER
Synapse
Atari Computers
Medium/Memory Requirements: 48K — Disk
Category: Multi-Scenario/Fantasy
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

In the first phase of the game, the player has to grow as many trees as possible on an empty playfield by positioning the cursor and pressing the button to plant a seed. Once planted, the saplings need protection from the tree-eating creatures that dash across the screen. If they touch a young tree, they stunt its growth — or destroy it completely. Eliminate them by touching them with the cursor.

Even full-grown trees aren't immune to the evil spider that spreads rot in its wake. To save a rotting tree (you'll know by its screams) pass the cursor over it. The spider is killed in the same manner.

In the second phase of the game, the necromancer descends into the dungeon depths, accompanied by his trees. The plants can be moved over floors where deadly spider eggs mature. Once they take root and crash through, the eggs are crushed. Gripping hands that descend from the ceilings can carry trees away.

"NIGHT MISSION" PINBALL

SubLogic
Atari Computers
Medium/Memory Requirements:
32K — Disk
Suggested Retail Price: $29.95
Category: Pinball Simulation
Number of Players: 1-4
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Good
Overall Rating: 7

Translated — cloned, perhaps, is a better description — from the popular Apple II title, SubLogic's *Night Mission* is a *fast* moving pinball simulation with a World War II bomber raid as its theme.

Moving the joystick will change the night raid into bright daylight on this graphically-beautiful videogame that's complete with bumpers, lanes, and virtually everything but a backlit display board. The playing area is at screen center with the score tabulators, credit and ball counters located on the left, and a logo on the right.

The only problem here is that the duplication from the Apple II version is carried to inexplicable extremes, i.e., the sound is generated solely through the computer's tiny internal speaker rather than via the TV set. On the Apple, there's no choice. With Atari, it's just senseless. The 400/800/1200 series is capable of generating four-part harmony. Apple II users are familiar with the audio drawbacks of their system and have probably corrected the problem by wiring the system into a stereo, for example. Atari owners, however, will be dumbfounded.

An unfortunate blotch on an otherwise beautiful program.

NIGHTSTRIKE

TG
Atari Computers
Medium/Memory Requirements:
8K — Cartridge
Category: Target/Combat
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 6

Nightstrike mixes elements from games as varied as old-time target contests and *Missile Command*. Gamers command a horizontally-mobile tank capable of firing at left and right angles in addition to launching shells at 12 o'clock.

The night skies over a small metropolis is being besieged by airborne attack jets, buzz bombs and an assortment of high- and low-flying aircraft. The object is to move through each wave by taking out as many of the invading jets as possible without taking a bomb in the face.

A somewhat primitive gaming contest gets new life in this well-thought-out program.

NITE FLYER

Computer Consultants of Iowa
Atari Computers
Medium/Memory Requirements:
24K — Disk
Suggested Retail Price: $24.95
Category: Flight Simulator
Number of Players: 1
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

While CCI's *Nite Flyer* will not exactly convince you that you're piloting a 747 into JFK International Airport, the spare graphics *do* convey the illusion of take-off and landing fairly well.

The sparce documentation is the greatest handicap in *Nite Flyer*, and it will take most players about 25 or so totalled jumbo jets before they get the "hang" of it. The other difficulty arises from joystick movement. Unlike classic flight simulators in which a plane ascends by pulling the joystick back and dives by pushing it forward, *Nite Flyer* reverses the tradition and takes considerable adjustment.

OIL'S WELL

Sierra On-Line
Atari Computers
Medium/Memory Requirements:
16K — Cartridge
Category: Maze-Chase/Multi-Scenario/ Sierra On-Line
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not-Applicable
Overall Rating: 9

Oil's Well represents the current state-of-the-art in terms of compulsive-play arcade contests. Gamers must use an extendable pipeline, moved via joystick, with a gobbling drill bit at its end. Players must move the pipeline down into the labyrynthine mine shafts comprising the bulk of the playfield, through which float a variety of objects. The floaters can be consumed by the drill bit for bonus points, but should one of these objects touch a piece of the gamer's pipe before it can be retracted (by pinching the action button), a drill section is lost (and there's only three!).

There are also bombs and chalices. Chalices should be grabbed whenever possible as they are worth a thousand points (and bonus drills are awarded at each 10,000 point increase). The bombs, meanwhile, pass harmlessly through the pipeline, but contact with the drill bit blow the gobbler up.

ORC ATTACK

Thorn/EMI
Atari Computers
Medium/Memory Requirements:
16K — Cartridge
Category: Missile-dropping/Target/Multi-Scenario/Task Completion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $39.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Players represent a lonely castle defender, moving across the ramparts, dropping rocks on the laser-wielding Orcs who are intent upon scaling the fortress walls and breaching the valiant defender's domain.

In the early stages, the defender must move to the left and right ends of the playfield in order to secure rocks. Should the Orcs get too close for boulders to help, however, the knight can grab a sword with which to hack away at the foul invaders.

Hold the Orcs off long enough and the gamer will be rewarded with supplies of Greek Fire which, when dropped *anywhere* instantly bursts into an unquenchable inferno, burning both the Orcs and their ladders, which collapse to the fiery ground.

Alternate rounds (every fourth) introduce different menaces, such as an evil wizard who sends floating skulls up toward the castle ramparts.

PAC-MAN

Atari
Atari Computers
Medium/Memory Requirements:
16K — Disk
Suggested Retail Price: $44.95
Category: Maze-Chase
Number of Players: 1-4 (alternating)
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Good

Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

The world-famous gobbler is here with all the familiar trappings, including variable bonus items, music, ghosts whose eyes tell the gamer where they're looking, and a perfect (albeit sideways for home TV sets) replica of the coin-op game.

The Pac-Man must devour all the dots in the maze before being gobbled by one of the four variously-colored ghosts. By devouring one of the quartet of "power pellets" located in each of the four corners of the playfield, the ghosts become vulnerable for a brief time and may be consumed by the game's protagonist.

THE PHAROAH'S CURSE

Synapse
Atari Computers
Medium/Memory Requirements:
32K Disk, 16K Cassette
Category: Adventure/Scrolling/Task-Completion/Jumping
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95

Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 8

An ambitious soldier of fortune must be guided by the gamer through a multi-level Pharoah's tomb. Our hero must leap over chasms, battle it out with mummies and similar denizens of the pyramid, ultimately contending with the ghost of Rama, the Pharoah, itself!

The closer the explorer comes to the treasure, the more dangerous these caverns become. *The Pharoah's Curse* combines the classic elements of adventure contests, such as hidden traps, with genuine arcade-type action.

PHAROAH'S PYRAMID

Master Control Systems
Atari Computers
Medium/Memory Requirements:
48K — Disk
Category: Color Changing
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95

Audio Rating: Good
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

The pyramid-of-blocks playfield may remind some of *Q*bert*, but this disk's original elements give it an individual identity. The idea is to help Little Achmed finish construction of the Tomb of Ramses by steering him down to the water's edge to pick up bricks which must be brought to the pinacles of the structure. Achmed also turns the steps of the pyramid to different colors when he lands on them, and getting them all to the desired hue is the only way to end the round and proceed to the next level.

The Egyptian god Osiris, Achmed's rival for the love of fair Isis, doesn't want our hero to get the glory associated with finishing the pyramid and chases him relentlessly. Other obstacles include the deadly Moses Snake and five plagues. Contact with Isis gives Achmed the power to banish these and other nasties.

The visual treatment is exceptional. Each block is luminously outlined and the sky changes from day to night as the action progresses.

PICNIC PARANOIA

Synapse
Atari Computers
Medium/Memory Requirements:
16K — Disk and Cassette
Category: Cute/Target/Task-Completion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95

Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 4

Player surrogate George is the hapless victim of an ant siege while he attempts to protect his four picnic spreads. Using a joystick to manipulate a fly swatter, players must keep the voracious buggers from picking up the food and strolling off-screen with it.

Wait too long and a nasty bee will begin buzzing the picnic grounds as well. Fast action will keep joysticks flying.

PINBALL CONSTRUCTION SET

Electronic Arts
Atari Computers
Medium/Memory Requirements:
32K — Disk
Category: Construction Set/Pinball
Number of Players: 1-4
Controller Type: Joystick
Suggested Retail Price: $40.00

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Players can choose any of the five ready-made pinball games on the disk, or can construct their own with the game's design-it-yourself feature.

To design a personalized pinball game, the player manipulates an on-screen hand to pick up flippers, alleys, bumpers, etc. and place them on the playfield. Different options allow the pinball designer to set point values, change the elasticity of the bumpers, set the speed of the game, redesign or color the table itself, and plenty more.

An especially nice option allows players to make copies of their original pinball games to give to friends.

PINHEAD

Utopia
Atari Computers
Medium/Memory Requirements:
16K — Disk
Category: Balloon-Catching/Task-Completion/Cute
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95

Audio Rating: Fair
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 6

Players maneuver a "pinhead" on a unicycle back and forth across the base of the playfield as balloons and, later, other objects, drop from the sky. During the initial round, the pointed hat worn by the cyclist bursts the air-filled globes as they make contact — unless the boy misses, in which case he can still "kick" the balloon back up into the air for another shot. Subsequent rounds are more challenging as four balloons must be balanced, stack-like, on old Pinhead's dome before they burst.

The only objection to the game is its obvious similarity to *Kickman*, replete with ghosts from *Pac-Man* eventually dropping from the heavens.

PITFALL

Activision
Atari Computers
Medium/Memory Requirements:
8K — Cartridge
Category: Adventure/Multi-phase
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95

Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 5

The object of this horizontally-scrolling action adventure is to find the gold bars hidden somewhere in the jungle wilderness.

To reach the treasure, Pitfall Harry has to swing over ponds and quicksand pits, jump over boulders, and even walk across the closed jaws of hungry crocs, to name just a few of the perils.

PLANETFALL

Infocom
Atari Computers
Medium/Memory Requirements:
48K — Disk
Category: SF/Adventure/
Task Completion
Number of Players: 1 and up
Controller Type: Keyboard
Suggested Retail Price: $59.00

Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

The player is cast in the role of an interplanetary space cadet who gets shipwrecked on an uncharted planet. The first order of the day is to find enough food and rest to survive the ordeal, then — with a little help from a hypersensitive, "cutesy" robot named Floyd — to save the planet from certain doom.

Packaged with background information such as a letter to the folks at home, several intergalactic post cards, and a stellar I.D. badge, the game was obviously written with tongue in cheek. Hint booklets and maps are available.

POOYAN

Datasoft
Atari Computers
Medium/Memory Requirements:
16K — Disk and Cassette
Category: Invasion/Translation
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $29.95

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Hungry wolves are trying to capture Pooyan the pig's forest tree house. Holding on to balloons, the wolves descend from a clifftop to the ground and run towards the treehouse. The porcine hero shoots arrows at the balloons from a vertically-moving shelter, or can trick the wolves into letting go of their air-filled transports by tossing chunks of meat at them.

Once a wolf has landed on terra firma, it's immune to the piglet's arrows. It runs straight to the treehouse and tries to push Pooyan out of the basket. When all the levels of the treehouse are filled, the pig automatically loses a turn.

In the second phase, the wolves float up to the top of the screen. Once enough of them make it safely, they push a boulder on to the hero's head. Bonus screens reward good players.

POPEYE

Parker Brothers
Atari Computers
Medium/Memory Requirements:
16K — Cartridge
Category: Translation/Multi-Scenario
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $29.50

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This three-screen climbing contest challenges Popeye to catch all the kisses thrown by Olive Oyl, who's perched at the top of the screen. His task is made harder by Brutus, who stalks along the multi-level playfield, hoping to knock the sailorman out. (Brutus can even reach up or down one level.) The Sea Hag also tries to bar the path of true love by hurling bottles at our hero.

Popeye can eliminate a bottle by punching or ducking it, but must eat his spinach (it appears briefly on each screen) to turn the tables on Brutus. When energized by the green stuff, Popeye can punch Brutus back to the bottom of the playfield, if he can catch him.

PREPPIE!

Adventure International
Atari Computers
Medium/Memory Requirements:
32K — Disk
Suggested Retail Price: $29.95
Category: Jumping Game
Number of Players: 1-2

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Good
Overall Rating: 9

In this adorable variation on the *Freeway* and *Frogger* themes — the trick here is getting a character over an assortment of flora and fauna over roads and/or rivers. A four part harmonic version of "I Was Walking Through the Park One Day"plays in the background, while players maneuver their prep-protagonist across a golf green crawling with lawn mowers and similar grass-grooming devices. The object is to retrieve golf balls located variously on the playfield.

After crossing the green, a lake must be passed over as well. This is accomplished by jumping from rowboat to rowboat.

PREPPIE II

Adventure International
Atari Computers
Medium/Memory Requirements:
32K — Disk
Category: Multi-Scenario/Task-
Completion/Painting
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95

Audio Rating: Outstanding
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This sequel to the popular *Preppie* uses a totally new play mechanic — the gamer must manipulate his hard-working hero, good old Wadsworth Overcash, over three playfields all in need of a paint job. The initial screen has frogs lurking in all four corners of the maze-like configuration. The second scenario is a busy, multi-lane highway and the third is a still *more* involved maze with another batch of hostile frogs and a series of turnstiles to make life easier for Waddy.

For protection, Wadsworth has a "cloak" which renders him into a phantom-like state, still able to paint but invulnerable to frogs, trucks and roadsters. However the cloaking power is limited, with a bar at the base of the screen to show how much time remains.

A medley of marvelous tunes, including the bopping "After You've Gone," enliven the action.

PRESCHOOL IQ BUILDER 1

Program Design, Inc.
Atari Computers
Medium/Memory Requirements:
24K Disk or 16K Cassette
Category: Educational
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $26.95/$21.95

Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Not Applicable
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

As the title indicates, Preschool IQ Builder 1 is specifically designed for preliterate youngsters. The graphics and sound effects are kept simple, and the play mechanics are minimal, since all the child must do to indicate his answer is toggle the joystick. There are eight lessons, all dealing with pattern recognition. The child can continue guessing until a correct answer is found. A smiling face rewards a correct answer, and a wrong response makes the face frown. In the first six lessons, dealing with colors, shapes, big letters, capital letters, figures and small letters, the child merely has to indicate if the objects displayed are the same or different. In the last two lessons, (capital letter match and small letter match), three letters appear on screen, one in the center, and two on the bottom. The child must move the joystick left or right to light up the letter on the bottom that matches the one in the center. The program is easy to use and requires only minimal parental guidance.

PRESCHOOL IQ BUILDER 2
Program Design, Inc.
Atari Computers
Medium/Memory Requirements:
24K Disk or 16K Cassette
Category: Educational
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $26.95/$21.95

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Not Applicable
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Preschool IQ Builder 2 consists of six lessons, in nine skill levels. The program basically deals with pattern recognition, as did Preschool IQ Builder 1. In this game, the six lessons are intended to help the child recognize letters, numbers, shapes or words. In each matchup game, the child guides the object in the center of the screen over the matching object at the bottom of the playfield, then registers the answer with the fire button of the joystick. If the two items are a correct match, an animated character and a song rewards the child's efforts. A wrong answer produces a question mark accompanied by a noise. In each skill level, an additional figure is added to those on the bottom of the screen, to make it harder for the learner to pick the correct match.

PROTECTOR II
Synapse Software
Atari Computers
Medium/Memory Requirements:
32K — Disk
Suggested Retail Price: $26.00
Category: Horizontally-scrolling Shoot-out
Number of Players: 1

Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Actually the *third* version of this classic *Defender*-style blast-up (the first being a rushed version on the defunct Crystalware label). All-consuming aliens are picking up poor Earthlings and dropping them into a volcano for sport. In your super-ship, Protector, play consists of rescuing the survivors and transporting them over the lava-spitting mountain to a "safe" city. Once all the people in the city under siege are either rescued or incinerated, the volcano erupts, putting a definite time limit on the final challenge — taking the living remnants of the planet through a defensive outpost, bristling with multi-directional cannons and all manner of dangers, before they can be safely dropped into a chute that transports them to safety.

Q*BERT
Parker Brothers
Atari Computers
Medium/Memory Requirements:
16K — Cartridge
Category: Translation/Color-changing
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $27.95

Audio Rating: Outstanding
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

The object of the game is to change all the blocks on a pyramid to a different color, without getting caught by Coily or his two cohorts, or being bonked by the balls that bounce down the screen.

Whenever the player jumps on either of the flying disks on-screen, all enemies currently on the pyramid are blown off the screen — except for Coily, if he hasn't hatched yet or was too far away from Q*bert.

At higher levels, Q*bert has to change the cube colors more than once — and try to snag the evil creature who turns the blocks back to their original colors with just a touch.

QIX
Atari
Atari Computers
Medium/Memory Requirements:
16K — Cartridge
Category: Box-building
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $00.00

Audio Rating: Fair
Graphics Rating: Poor
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 2

Wholely inferior translation of Taito's box-building coin-op cult classic in which players strive to pre-empt a pre-set percentage of a black, blank screen, pursued by Styx, Fuses and perimeter-roving destructors. The unwieldy-play action, slow computing time and inferior graphics disappoint gravely.

RAINBOW WALKER
Synapse
Atari Computers
Medium/Memory Requirements:
48K — Disk
Category: Color-changing
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95

Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The action takes place atop a rainbow that vertically scrolls over the horizon. The player attempts to color in each of the gray squares in the rainbow, while avoiding the various creatures that abound: one tosses the hero Prince off the rainbow, another uncolors squares, and still another carries the Prince off to parts unknown, undoing the player's progress so far.

Jumping off the rainbow or through a hole in the floor, or lingering on an energized square (which freezes all enemies until the player moves vertically) proves fatal.

After completing each rainbow, players are rewarded with a bonus screen. Here, the object is to jump back and forth between constantly-disappearing squares. The longer you survive, the more points earned.

RALLY SPEEDWAY
Adventure International
Atari Computers
Medium/Memory Requirements:
16K — Cartridge
Category: Racing
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $44.95

Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Good
Overall Rating: 7

Rally Speedway, designed by John Anderson, takes computer racing contests several steps further with a host of options, selected via the menu, enabling gamers to select the road conditions, speed, acceleration levels and even makes it possible for master drivers to construct their own road layout!

Multi-directional scrolling as a bevy of graphic special effects highlight this program in which player steer their cars in "true" fashion — i.e., if your car is moving left to right along a horizontal highway and you wish to head into a turn going due north, the joystick is pushed to nine, rather than twelve o'clock, indicating a left turn.

REAR GUARD
Adventure International
Atari Computers
Medium/Memory Requirements:
16K — Disk
Suggested Retail Price: $29.95

Category: Scrolling Shoot-out
Number of Players: 1
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Written in BASIC, this SF-themed, horizontally-scrolling contest features an addictive play mechanic. Players move their ship up and down and dictate its speed. Other objects will zip onto the screen, and all must be eliminated, either by ramming (which costs the gamer's ship 10% of all its energy, as does hitting the bottom of the field) or by a well-aimed laser blast.

The computer tracks the number of ships which have escaped, the energy remaining and the hit-list, with the game ending when enough ships have slipped past you off the right side of the screen.

THE RETURN OF HERACLES
Quality Software
Atari Computers
Medium/Memory Requirements:
48K — Disk
Category: Action/Adventure
Number of Players: 1-4
Controller Type: Joystick
Suggested Retail Price: $32.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Outstanding
Overall Rating: 9

Can a collection of Greek heroes and heroines right out of the pages of legend complete the celebrated 12 Labors of Heracles? That's the goal in this game by Stuart Smith, which lets up to four computerists control one or more on-screen characters with the joystick. It's fairly easy to adjust the difficulty of this quest program to the ability of the players: just give the less-skilled home arcaders more — and more powerful — characters to handle.

The sophisticated joystick control system is the key to this game. The gamer uses the action button to pick the desired menu screen and then, by moving the joystick in the appropriate direction, enters the specific order for that turn. On-screen prompts keep events flowing and let the participants concentrate on adventuring, not remembering the rules.

RICOCHET
Automated Simulations/Epyx
Atari Computers
Medium/Memory Requirements:
32K — Disk
Suggested Retail Price: $15.50
Category: Miscellaneous
Number of Players: 1-2
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Excellent
Overall Rating: 9

Strikingly innovative program creates a grid comprised of lined-up dots and strategically-placed turnstile doors. Using a play mechanic that blends the thrill of pinball with the pride that accompanies first-rate strategic, chess-like thinking, the object is to turn as many of the doorways enroute to the "goal" (in the middle of the vertical axis) on your side of the playfield.

The computer plays a rough, challenging game as well.

RIVER RAID
Activision
Atari Computers
Medium/Memory Requirements:
16K — Cartridge
Category: Combat/Air warfare/Vertically-Scrolling Shootout
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Activision's computer software version of their 2600 hit *River Raid* adds several new layers to an already popular game. Tanks now fire from the river bank and when crossing a bridge with a tank about to roll onto it, attempt to wait as long as possible as then both tank and bridge can be iced in a single blast. Otherwise, the tank pulls back and sits on the water's edge, chucking shells at the gamer's jet fighter as it crosses through the narrow inlet.

The challenge increases the longer the game goes on, with some surprising touches late in the contest.

SAMMY THE SEA SERPENT
PDI
Atari Computers
Medium/Memory Requirements:
16K — Cassette
Suggested Retail Price: $16.95
Category: Kideogame
Number of Players: 1
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Excellent (for children)
Head-to-Head Rating: Not Applicable
Overall Rating: 8

PDI uses the tape for both storing the game program and providing voice-over narration. Sammy is a baby sea serpent who becomes separated from his mother and must be helped by the player to find his way home. Sort of a precursor to "E.T."!

Block-like graphics won't knock your eyes out, but the simple games provide a marvelous learning experience for youngsters.

SILICON WARRIOR
Epyx
Atari Computers
Medium/Memory Requirements:
16K — Cartridge
Category: Strategy/Action
Number of Players: 1-4
Controller Type: Joystick
Suggested Retail Price: $39.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Outstanding
Overall Rating: 9

Silicon Warrior blends the best elements of action games with a classic strategy context to give the contest greater depth. On a five by five grid of silicon chips, up to four warriors (in solitaire contests, the computer will play one, two or all three remaining roles) move from block to block, attempting to change the chip to the color of their house. When another warrior gets there first, landing on one of his colored chips returns it to its neutral color. A second leap onto the block and it takes on the gamer's color.

The object is to create a line of chips in your color and defend them for several seconds.

SNOOPER TROOPS: THE DISAPPEARING DOLPHIN
Spinnaker
Atari Computers
Medium/Memory Requirements:
48K — Disk, Basic Cartridge
Category: Educational/Adventure
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $44.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Not Applicable
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

The computerist plays the part of a Snooper Trooper detective in this illustrated adventure with educational overtones. The local aquarium has been robbed, and the dolphin is missing. The detective must move around the area, questioning suspects and searching for clues to discover the culprit. It's a real mystery who took the dolphin and where they could have put her, but there are lots of clues and people to talk to as the gamer investigates the neighborhood. The game helps kids learn to take notes, draw maps and organize information — skills required to solve the crime — as well as hone vocabulary, practice reading, and develop the ability to reason through a problem and reach a logical solution. It's recommended by the manufacturer for ages ten to adult.

SOCCER
Gamma Software
Atari Computers
Medium/Memory Requirements:
16K — Tape or Disk
Suggested Retail Price: $29.95
Category: Sports
Number of Players: 2-4
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Poor
Solitaire Rating: Not Applicable
Head-to-Head Rating: Fair
Overall Rating: 5

There are so very few sports simulations available for the Atari computer systems that almost any program is a welcome addition to a gamer's library. Almost.

Although superior to their earlier effort, *Hockey*, Gamma's *Soccer* is not exactly manna from heaven. Without a scrolling playfield, the action becomes cramped, with little room for sophisticated playmaking, passing and dribbling. Playaction is on the slow side, with goals seeming to drift into the net.

Playable by either two arcaders, each coaching one team, or up to four, although, again, the small field makes teamwork difficult.

SOCCER
Thorn/EMI
Atari Computers
Medium/Memory Requirements:
16K — Cartridge
Category: Sports
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $44.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Excellent
Overall Rating: 8

Soccer is a horizontally-scrolling sports simulation that first introduced Thorn's unique play strategy: gamers gain control over a specific player, hit the button and the player nearest the ball will transform into the number "1" before resuming human form, now under joystick guidance while the computer directs the rest of the team.

Passing, shooting and the entire gamut of realistic soccer touches are present with the only problem for non-soccer buff types being the fact that the computer's team will certainly dance all over them for the first several games.

SPACE GAMES
Educational Software
Atari Computers
Medium/Memory Requirements:
32K — Tape or Disk
Suggested Retail Price: $24.95
Category: Kideogame
Number of Players: 1-2
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Good
Overall Rating: 7

This is a collection of basic videogame classics, presented in a format designed to both educate and entertain children. *Aliens* is an invasion game, and *Survive* is a maze game in which players attempt to lure aliens over mines and fulfill the requirements of the title. In *Robot Attack*, the most sophisticated of the contests, players move through a series of rooms found on board an enemy spaceship and retrieve your stolen "cloaking device" — a neat little "Star Trek"-inspired concept that makes ships invisible to all computer sensing devices.

SPACE INVADERS
Atari
Atari Computers
Medium/Memory Requirements:
16K — Disk
Suggested Retail Price: $44.95
Category: Invasion
Number of Players: 1-4 (alternating turns)
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Rob Fulop's computer version of Taito's space invasion ground breaker features a rocket ship on the left side of the playfield, with columns of invaders emerging from each level before more traditional play resumes.

Accompanied by a drum-like thumping, invaders bite the dust and protective bunkers are shot away in now-familiar fashion. Players who last long enough to allow the alien's ship to land (it drops a notch with each successfully defended round) get a special treat.

SPARE CHANGE
Broderbund
Atari Computers
Medium/Memory Requirements:
48K — Disk
Category: Cute/Multi-Phase
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

The player helps an arcade operator plagued by two Zerks, who've escaped from their arcade game and now run around the area stealing tokens from the coin machines. The arcade operator must fill his bin with tokens before the Zerks deposit five coins in their piggy banks to go to the next phase of the game.

The Zerks steal tokens from machines and the operator's own bin. If he puts a token into the jukebox or pay phones, the gullible creatures are distracted for a few moments, either dancing to the music or chattering on the phone.

Intermission screens reward good play, flashing between each new phase of the game.

SPORTS ILLUSTRATED KNOCKOUT
Avalon Hill
Atari Computers
Medium/Memory Requirements:
16K — Cassette
Category: Sports
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $20.00
Audio Rating: Excellent
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Fair
Head-to-Head Rating: Excellent
Overall Rating: 6

One player competes against the computer or another human in this action-oriented slugging match.

Players can select anywhere from two to fifteen rounds to a match, with thirty seconds of real time between each round to catch their breath.

When the bell sounds, it's time to come out slugging. On-screen boxers can move forward and backward, raise or lower their arms, and throw punches. The computer awards one point for each blow landed on an opponent, while enough hits to the head result in a match-winning TKO.

The game also features a demo mode, in which two computer-controlled boxers vie against each other.

SQUISH 'EM
Sirius
Atari Computers
Medium/Memory Requirements:
16K — Cartridge
Category: Climbing/Multi-Phase
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $39.95
Audio Rating: Fair

Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

At the top of a high-rise building is a suitcase containing one million dollars. To reach it, the player scurries up ladders to the top level. Along the way the hero must avoid falling bricks and nasty creatures that cause him to fall with just a touch. The way to get rid of them is, naturally, to squish 'em, by getting directly above them and pressing the action button.

Once a particular creature has been squished, it eventually regenerates into a new, invulnerable monster.

STAR LEAGUE BASEBALL

Gamestar
Atari Computers
Medium/Memory Requirements:
32K — Disk
Category: Sports
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $31.95

Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Outstanding
Overall Rating: 9

Gamestar's excellent baseball simulation deftly blends arcade-type action with overall coaching strategy. Players can opt for either crafty, junk-ball pitching, or Goose Gossage-level heat, while opting for a batting game comprised of nickel-and-dime singles and heavy baserunning, a la Bill Virdon, or defer to the wisdom of Earl Weaver and "Dr. Longball."

Action is depicted from a totally unique perspective — high in the grandstands above the right field foul pole. Pitchers can mix it up and offensive play calls for a combination of smarts and a quick wrist.

There's even a seventh inning stretch!

STARBOWL FOOTBALL

Gamestar
Atari Computers
Medium/Memory Requirements:
32K — Disk
Category: Sports
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $00.00

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Outstanding
Overall Rating: 9

Punts, field goals, blitzes, bombs, short passes over the middle, quarterback sneaks: *Starbowl Football* has everything but the crying towel (a requirement for those foolhardy gridiron gourmands who try to tack the Atari Maulers in solitaire action). Players on offense program in their play, then either follow through or ad lib at the line of scrimmage should the defense have guessed right. Defensive coaches predirect their mad dogs, but maintain their electronic leash on a crazed defensive lineback who can get so close to the line of scrimmage he sometimes appears to be standing on his middle guard's jersey.

A scoreboard keeps track of time, downs, score and field position.

STAR RAIDERS

Atari
Atari Computers
Medium/Memory Requirements:
16K — Disk
Suggested Retail Price: $44.95
Category: S-F/Strategy
Number of Players: 1-3

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Good
Overall Rating: 8

Mono-colored space-action which can be played solitaire, with the gamer using the joystick for tactical dog-fight sequences (rendered in the first person perspective) and computer keyboard to enter commands and designate positions on the alternately-appearing space grid. Front and rear views are offered, as well as all status reports on everything from the star date to the amount of energy remaining.

For multi-player action, assign one player the joystick-sharpshooter functions, a second the computer console, and sit back in the Captain's chair and bark orders.

STAR WARRIOR

Epyx
Atari Computers
Medium/Memory Requirements:
32K — Disk
Suggested Retail Price: $31.10
Category: Action-Adventure
Number of Players: 1

Audio Rating: Good
Graphics/Sound Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 7

One of the real innovators in the field of graphic adventuring, Automated Simulations/Epyx introduced the concept with early Atari computer breakthroughs such as *Rescue at Rigel* and *Datestones of Ryn*, and virtually perfected it with *Star Warrior*.

Gamers portray an avenging Fury in a super-suit/exoskeleton, moving in leaps or taking flight over a variety of terrains, battling an assortment of alien ground forces and installations.

SUPER BREAKOUT

Atari
Atari Computers
Medium/Memory Requirements:
16K — Disk
Suggested Retail Price: $44.95
Category: Ball and Paddle
Number of Players: 1-8

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

A compendium of variations based on the now classic ball and paddle/brick wall videogames. The classic original starts things out with players guiding the angle of a bouncing ball upward toward a stacked varicolored wall of blocks. Each time the ball makes contact with a brick, the brick is destroyed. The idea is to smash through the wall on either the left or right side of the playfield, punching the ball up into the space between the top of the wall and the top of the squared-off field. Angles of deflection are determined by the point on the paddle where the ball lands.

Variations include *Double* (two, vertically-stacked paddles), *Cavity* (where two bonus balls are trapped in hollowed-out segments of the brick wall) and the ultimate test, *Super Breakout*, where gamers must deal with a series of smaller walls scrolling inexorably downscreen, almost reaching the paddle before disappearing.

SUPER COBRA

Parker Bros.
Atari Computers
Medium/Memory Requirements:
16K — Cartridge
Category: Combat/Horizontally-scrolling Shoot-out/Bomb-dropping/ Task Completion
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $25.45

Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The classic coin-op comes to home computer format and offers virtually everything the arcade machine had. A horizontal bar at the top of the screen tracks the Cobra's progress. Numerous challenges and amazingly varied topography — and subterranean territory — make this front-firing, bomb-dropping a treat for the easily bored.

As Atari joysticks offer a single action button instead of the two required here, Parker chose to alternate functions: every other shot drops a bomb instead of firing horizontally ahead.

SUSPENDED

Infocom
Atari Computers
Medium/Memory Requirements:
48K — Disk
Category: Adventure/SF/
Task Completion
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $59.00

Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Communicating telepathically from a state of suspended animation, the player directs the movements of six highly-specialized robots in an effort to find and repair a malfunctioning life-support system that threatens the population of the planet above.

The software comes packaged with a game board/map and markers for the robots. Each robot has its own unique capabilities and personality. The player types in full-sentence commands and is answered with a full-text response (no graphics or audio effects).

The object? To figure out the problems through hearing the robots' sometimes quirky viewpoints, then use the information to make the necessary repairs. To complicate matters, a seventh, definitely mischievous robot is also in the complex...somewhere.

THE TAIL OF BETA LYRAE

Datamost
Atari Computers
Medium/Memory Requirements:
48K — Disk
Category: SF/Scrolling Shoot-out
Number of Players: 1-4
Controller Type: Joystick
Suggested Retail Price: $39.95

Audio Rating: Outstanding
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Players take control of a spaceship cruising over the surface of an alien outpost. The goal? To blast as many ground-targets as possible without crashing into anything. The ship can only fire directly forward, and since each screen is generated randomly, sometimes targets are completely out of reach.

The real challenge of the game starts after the disk has been booted again and again, because as time goes on, the aliens actually develop new weapons to send against the attacker!

THRAX LAIR

Rantom
Atari Computers
Medium/Memory Requirements:
32K — Disk
Category: Vertically-scrolling Shoot-out/
SF/Target
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: Not Available

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Exciting if ultimately repetitive contest in which gamers guide a huge pterodactyl up through its cavernous lair toward the surface, blasting away at enemies and obstacles along the way.

Interesting use of sound employs bat-like radar blips, which grow in decibels as an enemy nears, thereby allowing gamers to prepare for a confrontation before a foe even appears on screen.

THRESHOLD

Sierra On-Line
Atari Computers
Medium/Memory Requirements:
35K — Disk
Category: SF/Invasion/Multi-Phase
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $39.95

Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

Twenty waves of aliens are set to attack your squadron of five ships, each available one at a time. The player moves the gun from left to right at the bottom of the screen, firing up at an assortment of nasties. Fuel is limited, and there is another hurdle in the form of a laser that's prone to overheating if fired too frequently. Each ship also has a limited period of hyperdrive, activated by pulling the stick toward you. Hyperdrive provides an incredible burst of speed that makes the attacks look like they're inching along by comparison.

This edition of *Threshold* lacks the vertical movement capability of the Apple II original, but the newly-added elements make it an enjoyable contest in its own right.

TIME RUNNER

Funsoft
Atari Computers
Medium/Memory Requirements:
16K — Disk
Category: Grid-Completion/Chase/
Box-Building
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: Not Available

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Time Runner was one of the earliest computer translations of the *Amidar*-type videogames in which players move a character over a perforated, blocklike matrix, filling in the lines as they go, pursued all the while by a variety of foes, contact with whom brings instant annihilation. For every box whose outline is completely filled in, color floods the said square or rectangle.

Connect the dots before the bad guys getcha. Fast moving, if not overwhelmingly original contest.

TUMBLE BUGS

Datasoft
Atari Computers
Medium/Memory Requirements:
48K — Disk
Suggested Retail Price: $25.00
Category: Maze-Chase
Number of Players: 1

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Originally dubbed *Dung Beetles*, *Tumble Bugs* makes an interesting variant on the maze-chase genre. The game begins with a lethal beetle staring out at the player, daring him or her to begin. The computer then draws a large maze, which the player must memorize as game movement is conducted only in small, magnified portions of the master-maze.

TYPE ATTACK

Sirius
Atari Computers
Medium/Memory Requirements:
16K — Disk
Category: Educational
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $39.95

Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Type Attack is an action game that teaches typing skills by lessons designed to acquaint users with the standard keyboard. There are two games, both with multiple skill levels. "Character Attack" consists of three waves of eight columns of letters marching toward the bottom of the screen. To stop these scrolling letters, the player has to hit the same letters on the keyboard. "Word Attack" horizontally scrolls words across the screen, and the gamer must type the same words to stop the advancing text before it reaches the bottom of the screen. The game ends when the energy level displayed on screen drops to zero. Each error causes the level to lower, and the more mistakes, the quicker the energy dissipates. In advanced levels, gamers can enter their own word lists, so that the game can be used as a sort of electronic flashcard typing tutor. It's not only a good way to perfect typing skills and pick up speed, but it's also very entertaining, so that students can actually enjoy their typing practice.

ULTIMA II

Sierra On-Line
Atari Computers
Medium/Memory Requirements:
48K — Disk
Category: Adventure
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $59.95

Audio Rating: Fair
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Before starting play, the gamer creates a unique character by allocating ability points among various attributes (strength, charisma, etc.), then selecting a race (human, dwarf, elf, etc.), gender, and character class. Clerics and wizards have access to spells, while fighters and thieves are adept with their weapons.

After the character is established, the player uses the keyboard to move across the terrain, encountering towns and villages, and trading for armor, weapons, and information about the evil sorceress Minax. As the character gains experience, his or her attributes increase accordingly.

Ultima II's scope is enormous, spanning five different time periods, air, sea, space and land. Designer Lord British has created a complete, well-rounded universe nicely packaged with a full-color cloth map and comprehensive documentation.

WITNESS

Infocom
Atari Computers
Medium/Memory Requirements:
48K — Disk
Category: Mystery/Adventure
Number of Players: 1 and up
Controller Type: Keyboard
Suggested Retail Price: $59.00

Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

This full-text adventure casts the player as a detective hired to investigate a death threat against one Mr. Linder, a wealthy businessman whose wife recently committed suicide. Before the night is out, Linder is dead. The murder suspects? Mrs. Linder's grieving ex-lover, Styles; the sullen Monica Linder, who can't forgive her father for her mother's recent death; Monica's mysterious boyfriend; and Phong, Linder's Oriental housekeeper.

All "action" is described in text on the screen, and the player types in full-sentence commands in response. Though the game features no graphics or sound, it's packaged in an official-looking dossier complete with physical evidence needed to solve the case. A map of the Linder residence, as well as a hint booklet, are available from Infocom to aid first-time flatfoots.

WIZARD OF WOR

Roklan
Atari Computers
Medium/Memory Requirements:
32K — Disk
Category: Maze-Shoot-out/Translation
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $34.95

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Outstanding
Overall Rating: 8

One or two players use the joysticks to steer bow-armed warriors around a succession of progressively less convoluted mazes (which means that there are progressively fewer nooks and crannies in which to hide). Gamers can play competitively, blasting away at each other as well as a succession of creatures, or they can pool their efforts as a two-warrior team.

A radar screen located just below the main display helps track monsters when they are invisible. Whenever the entire playfield is cleared, bonus encounters, perhaps even including a duel with the Wizard himself, may occur. Generally, eliminating the Wizard will double your score on the next round.

This is a pretty tough *Wizard of Wor*. Each computerist gets just three warriors, and those monsters begin firing back very early in the action, making them much more dangerous adversaries.

WORMS?

Electronic Arts
Atari Computers
Medium/Memory Requirements:
32K — Disk
Category: Territory-grabbing
Number of Players: 1-4
Controller Type: Joystick
Suggested Retail Price: $40.00

Audio Rating: Good
Graphics Rating: Fair
Play-Action Rating: Poor
Solitaire Rating: Fair
Head-to-Head Rating: Poor
Overall Rating: 2

Less of a game than a light show, the object is to train brightly colored worms to capture territory by laying trails from one dot to another. One point is scored by the worm that lays the sixth trail in a territory. There are five types of worms: new (untrained), auto (computer-trained), wild (randomly-trained by the computer before the game), same (the same worm of the same color as in the previous game), or asleep (the worm doesn't play).

The package suggests that players not read the instructions(?).

ZEPPELIN

Synapse
Atari Computers
Medium/Memory Requirements:
32K — Disk
Category: Maze/Shoot-out
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $00.00

Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: ?

Escaping from the subterranean dungeon complex in a zeppelin would be hard enough, since there's no map to the exit, but the Timelords have outfitted their caverns with quite an arsenal. There are rock-throwers, laser gates, miniature saucers, hot air balloons and much, much more. And then there's the distinct possibility that something will happen to cause an earthquake that causes the very walls of the cabes to come tumbling down!

The most intriguing feature of the omnidirectional, semi-automatic scroller is hat the Zeppelin can turn off specific elements of the Timelords' defense system by finding and shooting the appropriate switches. Sometimes this requires the gasbag to blast away lots of shroudig to disclose a hidden layer.

ZOMBIES

Bram
Atari Computers

Medium/Memory Requirements:
48K — Disk
Category: Action/Adventure
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $00.00
Audio Rating: Good
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

Brilliant graphics and pulse-pounding play-action are not often found together, but this quest for the seven crowns is a happy exception. The player must direct an on-screen surrogate with the joystick, running, dodging and climbing through realms fantastic.

The battle against a seemingly limitless legion of insane Zombies (and their friends) is not totally one-sided. The hero can drop up to 32 talismans at a time, each of which temporarily freezes anyone who touches it in place. There's also opportunity for spellcasting, if you pick up the scrolls found in many rooms. The control system for magic is simple and ingenius, permitting the hero a selection of four different spells at the flick of a joystick.

ZORK I

Infocom
Atari Computers
Medium/Memory Requirements:
48K — Disk
Category: Text Adventure
Number of Players: 1 and up
Controller Type: Keyboard
Suggested Retail Price: $49.95
Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

The action takes place in the player's imagination as a full-text (no pictures or graphics, only words) adventure into a lost underground empire unfolds. At first armed only with their wits, players must find the entrance to the dungeon — as well a sufficient light to keep lurking grues at bay — before the larger puzzles can be unraveled. Once in the depths, there are a number of magical and technological mysteries to be solved, as well as a thief, who dogs the adventurer's footsteps, awaiting the right time to strike.

Zork I was the first game to use Interlogic programming, which makes the computer capable of understanding complex sentences, and extremely user-friendly, even for the novice adventurer. The added availability of well-designed hint books are a boon to adventurers with low frustration levels.

ZORK II: THE WIZARD OF FROBOZZ

Infocom
Atari Computers
Medium/Memory Requirements:
48K — Disk
Category: Text Adventure
Number of Players: 1 and up
Controller Type: Keyboard
Suggested Retail Price: $49.95
Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

The adventure continues! This full-text adventure can be played as a sequel to Zork I, though it stands on its own for players who haven't seen the original classic. Armed with a sword and lantern, the adventurer must unravel the secrets of magic to defeat the evil Wizard dogging his path.

Throughout the game, the Wizard pops up to cast spells on the innocent gamer. All "action" on the screen is relayed in words only, and players respond by typing in full-sentence commands on the keyboard.

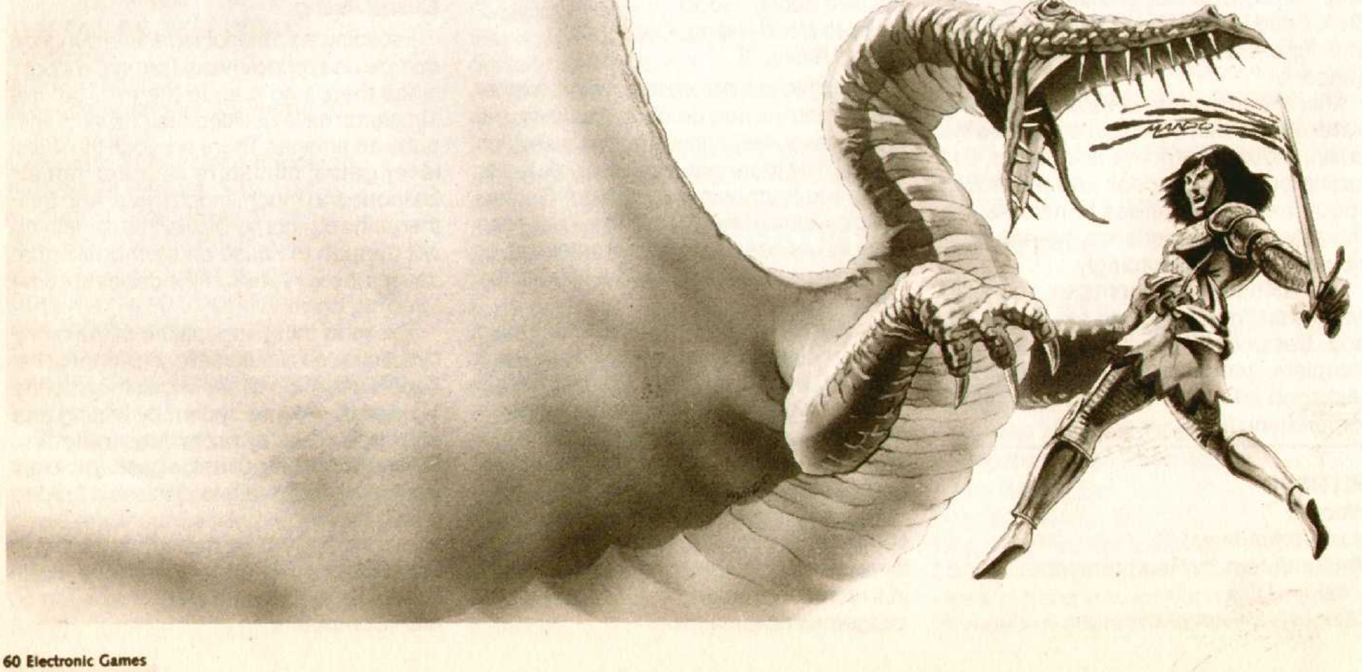
A map of the labyrinth, as well as a hint book for novices, is available from Infocom.

ZORK III: THE DUNGEONMASTER

Infocom
Atari Computers
Medium/Memory Requirements:
48K — Disk
Category: Text Adventure
Number of Players: 1 and up
Controller Type: Keyboard
Suggested Retail Price: $49.95
Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 8

The final installment of the Zork trilogy brings the adventurer face-to-face with the ultimate nemesis: the Dungeon Master himself. This game requires the player to find a useable sword and wield it at the proper time, though the lantern is still provided "free." Instead of earning experience points in the hundreds, this game awards a total of four points.

A map of the area, as well as a hint booklet, is available to novices from Infocom.



COMMODORE 64

ALPHABET ZOO

Spinnaker
Commodore-64 Computers
Medium/Memory Requirements:
64K — Cartridge
Category: Educational
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $34.95

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Fair
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Alphabet Zoo is an entertaining program for kids ages 3 to 8 that has an educational payload. Younger gamers, who'll probably need some parental supervision in how to play, strengthen letter recognition skills, while older kids can use the program for spelling practice. Both groups should enjoy the colorful maze chase, and gain valuable hand-eye coordination by guiding the on-screen cursor through the corridors. Gamers can choose if the letters will be all capitals, all small, or mixed upper and lower case. There are six skill levels and two separate contests. The first sends computerists through the maze seeking the first letter of the picture shown on the screen. The second asks players to gather all the letters to spell the pictured word. In lower skill levels, the pictures can be spelled using the easiest consonants, and as the skill level advances, more difficult letters are introduced until, in level six, the entire alphabet can be used to construct the words. An assortment of musical sounds accompany the action, and the colorful maze with the picture in the center is attractive and appealing to young computerists.

ARCADE SEARCH

T&F Software
Commodore-64
Medium/Memory Requirements:
64K — Cassette
Category: Word Game
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $00.00

Audio Rating: Not Applicable
Graphics Rating: Good
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 6

Like crosswords? How about jumbles and wordgames? If you do, then you'll enjoy this offering from T&F Software, since it provides the opportunity for you to find out just how much you know about our favorite subject — video games — and even learn about them!

You're given a choice of three categories: Home Video Games, Arcade Games or Game Characters. After selecting your category choice, a grid of letters appears on the screen and contained in this grid are twenty game or character names — 10 down and 10 across. You then have 600 seconds (10 minutes) to find the 20 hidden names and type them in at the question-mark prompt at the bottom of the screen.

Correct entries are highlighted on the grid and 10 points are awarded for each correct entry. Bonus points are awarded for completing the 20-word grid correctly under the time limit. The computer randomly generates the 20-name list from over 300 possibles held in the computer's memory.

ATTACK OF THE MUTANT CAMELS

HES
Commodore-64 Computers
Medium/Memory Requirements:
64K — Cartridge
Category: Invasion/Multi-Phase
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95

Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

This 20-wave game is a sequel to Jeff Mintner's earlier *Gridrunner*. It both introduces new elements such as the cameloids and cleans up some rough spots that marred the previous title. The player commands the matrix squadron (a gun-ship) that moves horizontally and vertically over all but the topmost portion of the playfield. Enemies in the form of droids and cameloids enter at the top of the screen and, in the manner of *Centipede*, work their way down the display.

The greatest peril to the player, however, isn't from the missile-firing foes. You've got to keep moving constantly to avoid the zapper's dreaded Y-beam which plows a line of destruction across the whole playfield. After level #2, a human renegade called the Snitch helps target the player, making the situation even more tense.

AXIS ASSASSIN

Electronic Arts
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: Target/Multi-Phase
Number of Players: 1
Controller Type: Joystick plus Spacebar
Suggested Retail Price: $35.00

Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The action seldom falters as the gamer uses the joystick to steer a triangular shootership around web-infested grids which are crawling with minions of the Master Arachnid. Pushing the fire button continuously puts out a steady stream of firepower to wear away the blocking webs and blast the mobile attackers before they do the same to you.

If the player flies the ship off the edge of the playfield when the image of the Master Arachnid appears on the screen and detonates a smartbomb with the spacebar, the action moves to a second phase. This time the player must maneuver rapidly in deep space to get to the heart of the enemy's nest to free an extra axis assassin for later use in the game.

Axis Assassin offers a choice of three basic skill levels and approximately 100 individually selectable grid-playfields.

B.C.'S QUEST FOR TIRES

Sierra On-Line
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: Jumping & Dodging/Mission Completion
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $34.95

Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Can you help Thor rescue the Cute Chick? That's the goal of this highly amusing action question featuring the characters made famous by cartoonist Johnny Hart. Thor rides his cycle from left to right as the scenery scrolls past right to left, jumping over rocks and felled branches, ducking under trees and using wits and timing to get past several obstacles. These include a pond guarded by the Fat

Broad which can only be crossed by hopping on its denizens as they bob to the surface for air.

Holding down the action button while moving the stick to the right increases the speed of Thor's cycle, which also raises the point value for surmounting each hurdle. Pushing the stick to the left acts as a brake. Moving the stick in either direction without pressing the button moves Thor closer to the left or right edge of the screen, as desired.

Chuck Benton has done a great job of adapting this game to the C-64. He's even added a few comic flourishes that even the Apple, Atari and ColecoVison versions don't have.

BEACH-HEAD

Access Software
Commodore-64
Medium/Memory Requirements:
64K — Disk or Cassette
Category: Combat/Task-Completion
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

Don your fatigues, pick up your joystick and head right into the war zone with *Beach-Head*, a C-64 program *par excellence*!

Options abound in this multi-phase combat game, offering choices in the first phase of either attacking by air or taking the treacherous water-route to stage a sneak attack.

In the air attack phase, the gamer must fire the guns aboard the ship to blitz the marauding dive-bombers sent by the enemy fleet. After completing this phase, the naval battle takes place, wherein you must blow away all of the enemy fleet, while they're firing back at you! In the land battle, you'll have to negotiate your tanks past barbed wire, land mines, anti-tank guns and other obstacles. If you should succeed to this point, then you're ready for the ultimate confrontation at the Fortress of Kuhn Lin, depicted in the last phase. By knocking out all 10 windows of the fortress gun turrets, you'll achieve a white-flag surrender from the enemy. But only the bravest and sharpest military minds will accomplish this feat. Kudos to Bruce Carver, the game's designer and programmer, on a most impressive piece of C-64 gaming software!

THE BLADE OF BLACKPOOLE

Sirius
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: Adventure
Number of Players: 1 and up
Controller Type: Keyboard
Suggested Retail Price: $39.95
Audio Rating: Not Applicable
Graphics Rating: Good
Play-Action Rating: Fair
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 5

The player explores a mythical countryside in a quest to find the sword Myraglym that rests beneath the lake at Blackpoole. To move, search, talk to creatures encountered, and transact with townspeople, the player types in two-word commands such as "GO DOOR."

The text is displayed at the bottom of the screen, while each location is illustrated by a picture. Logic and problem-solving are required to find the sword and complete the game.

BLUEPRINT

Commodore
Commodore-64
Medium/Memory Requirements:
64K — Cartridge
Category: Translation/Task-Completion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $17.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

J.J.'s girlfriend is being chased by an ogre, and the only thing that can save her is the ammo machine J.J.'s job is to build.

Unfortunately, all he starts out with is a blueprint. To assemble the proper parts, he must visit every house in the maze. Most contain machine bits, but some contain bombs, which must be dropped in the bomb pit before they explode. (The second time J.J. enters the same house, he'll always find a bomb — with a very short fuse!)

After finding a machine part, the hero must bring it to the blueprint at the bottom of the screen, then place it over its blueprint likeness. When all the parts have been properly fitted, the machine is ready to blast the ogre and save the day.

One type of monster breaks the partially-assembled machine. Drop it down the monster pit to get rid of the nuisance. A second type, actually a living flowerpot, bounces across the screen with a fatal touch. A third type patrols the halls and corridors.

Running out of time costs the player one turn.

BUCK ROGERS

Sega
Commodore-64 Computers
Medium/Memory Requirements:
64K — Cartridge
Category: SF/Mission Completion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: Not Available
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Poor
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 4

This four-phase, five-level contest puts the player into the shoes of Buck Rogers, who must skim over the surface of Planet Zoom on a deadly mission to confront the alien mothership. The almost featureless orb is dotted by trails of electron posts. The player must steer between these posts at the fastest possible speed, somewhat in the manner of a slalom skier, while battling an assortment of saucers and space hoppers.

This edition simply doesn't come up to the standard Sega has set for the game in versions for other systems. The gates are so close together, even in the first round of the first level, that almost no maneuvering is possible, robbing the C-64 cartridge of the grace and sweep so evident in the Atari computer cartridge. The graphics, while an inspired experiment, could not be termed a complete success. The images tend to fall apart visually when you focus in on one as a potential target.

BUGABOO

Quicksilva
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: Jumping/Cute
Number of Players: 1
Controller Type: Joystick or Keyboard
Suggested Retail Price: $29.95
Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

The program's designers may not be sure about its name — the disk calls it *Boogaboo* — but they are on firmer ground, apparently, with regard to programming. This lushly illustrated charmer follows the leaping and jumping adventures of a flea, who must hop from perch to perch to reach the top of the multi-screen display without getting gobbled by a flea-eating plant or the winged dinosaur.

Pushing the joystick to the left or right primes the bug for a jump. When the stick is thrown, dots appear near the bottom of the screen. The more dots, the greater the resultant leap with the stick is released. Holding the action button and pushing the stick causes the field to scroll.

Documentation on this game is very poor. First-time players will more or less have to pick it up as they go along, though the rules are fairly easy to learn.

CANDY BANDIT
T & F Software
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: Maze-Chase
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Fair
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Take control of the candy bandit, a round little scamp who is roving through a candy shop, scooping up various treats while avoiding the touch of the pursuing sheriff. What makes this especially difficult is that the law officer roams freely over the entire screen, while the bandit can only switch from one of the playfield's five horizontal lanes through one of the moving gaps in the divider walls. Even worse, eating all the goodies leaves everything sticky, so that if the candy bandit touches a lane wall, it is more or less pinned there until the next gap comes past to free it.

The graphics are extremely well done, and there are refreshing touches of humor here and there, such as the bubble-blowing bandit who introduces the levels. The player gets five bandits and is likely to feel that twice that number isn't enough until on-screen maneuvering is fully mastered.

Originality isn't *Candy Bandit*'s long suit, but the sticky walls feature does give the game a much different feel than *Jawbreaker*. And the programming *is* very professional.

CASTLE WOLFENSTEIN
Muse
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: Action-Adventure
Number of Players: 1
Controller Type: Joystick and Keyboard
Suggested Retail Price: $29.95
Audio Rating: Excellent
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This World War II mini-drama challenges the player to take the role of an allied prisoner of war trying to escape from a Nazi-infested fortress. The home arcader uses either the joystick or keyboard to move the prisoner from room to room in an effort to find a way back to the sunshine, with the Germans' secret warplans in hand if possible.

Somewhat dullwitted guards and intelligent SS men will catch and kill you if they can, but searching chests (and the bodies of enemies you kill along the way) yields guns, grenades, bullets, bullet-proof vests and even uniforms.

The most distinctive feature of *Castle Wolfenstein* is that the Germans actually talk to the hero in their native tongue. The rulebook provides a handy English-German dictionary to make these expletives and oaths more intelligible.

CONGO BONGO
Sega
Commodore-64 Computers
Medium/Memory Requirements:
64K — Cartridge
Category: Climbing/Multi-Phase/Translation
Number of Players: 1-2
Controller Type: Joystick or Keyboard
Suggested Retail Price: Not Available
Audio Rating: Good
Graphics Rating: Outstanding
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

As an intrepid hunter in this two-screen cute game, you must first climb and jump your way through to the perch of the gorilla Congo Bongo and then, on screen #2, ford a mighty river to leaping onto lily pads, fish, islands and hippos. Apart from the usual consequences of falling off cliffs and into rapidly rushing bodies of water, the explorer must watch out for monkeys. They can slow his progress and, at higher skill levels, carry him right over the cliff to his death.

This three-quarter visual perspective and intricate, cartoon-like drawings give this program most of its spice — and distinguish it from such two-dimensional contests as *Donkey Kong* and *Frogger*, which it otherwise resembles to some extent.

DAVID'S MIDNIGHT MAGIC
Broderbund
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: Pinball
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Outstanding
Overall Rating: 9

This is not the most ornate video pinball simulation, but it may well be the best design table. The two-tiered, multi-flipper layout has just enough features to make the game exciting and involving, but not so many that it ends up "playing itself."

The pinballer works the flippers with individual keys, jostles the table by tapping the space bar and works the magnetic ball-holders guarding the left- and right-side drains by hitting any one of a group of keys (to make this operation easier to accomplish during the heat of action.) *DMM*'s features include rollovers, drop targets and bonus multipliers. There is the possibility of gaining free balls, and there's a full system of bonuses and score multipliers.

DINO EGGS
Micro Fun
Commodore-64
Medium/Memory Requirements:
64K — Disk
Category: Evasion/Task-Completion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $40.00
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The scenario is thus: as a 21st-century scientist, all you wanted to do was go back in time to experience prehistoric life first-hand in the Mesozoic Era. Unfortunately, you brought along a case of the measles with you and contaminated the dinosaurs. Klutz!

Now, what to do about it! You must use the joystick to control your on-screen time-traveler, and he must dig up enough dinosaur eggs to carry back to your own time-period and safety, else the giant reptiles are doomed to extinction. Think you're up to the task? Read on.

Things weren't all that soft in those days, as you'll find out. Some of the dinosaur's natural enemies that you'll have to contend with include squirming proto-snakes, crawling protopedes, and falling proto-spiders. To avoid these nasties, you'll have to climb, leap, jump and run all over the cliffs where the eggs are buried, and each cliff will challenge you with a different set of deadly creatures. There are nine levels of play in all, with each level being progressively harder than the last.

Oh, yeah — one other thing. It seems that Dino Mom really gets bothered by anyone messing around with her yet-unhatched babies, and when she puts her foot down, look out! A ten-ton stomp is *very* lethal!

DRAGON'S DEN
Commodore
Commodore-64 Computers
Medium/Memory Requirements:
64K — Cartridge
Category: Fantasy/Mission Completion/Multi-Phase
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: Not Available
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Good

Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Take to the heavens on the back of the winged steed Pegasus in this three-screen fantasy quest. The player uses the joystick to control the left to right movement of the flying knight and gains altitude by periodically hitting the action button to flap the horse's wings. The knight can scroll off either side edge, which is a handy avoidance tactic, particularly in the final confrontation with the dragon and its guardian bats.

The first phase requires the knight to swoop down and push five pteradactyls from their nests. When all five are flapping around, the warrior's lance appears so that he can spear them on the fly. After negotiating the dangers of a tunnel in the second segment, the knight must vanquish all the red bats and then score four hits on the dragon itself when the beast emerges from its giant-sized egg.

DROL

Broderbund
Commodore-64
Medium/Memory Requirements:
64K — Disk
Category: Cute/Evasion/Target
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

The gamer must rescue a little red-haired girl on the first level, and then her propeller-beanied brother on the second level of this humorous, highly-animated game. A joystick is used to control the actions of the player's surrogate hero, who comes equipped with a rocket back-pack and a full-screen radar scope. These items will come in quite handy as he evades hopping scorpions, monsters and snakes, flying turkeys, swords, daggers, arrows, magnets, witch doctors, and even vacuum cleaners!

The scenario consists of rescuing both the girl and her brother, and eventually reuniting them with their mother, who will be found on the third screen. For those gamers who successfully complete all three phases of the mission, a wonderfully entertaining victory cartoon awaits them at the end of the game!

ELIMINATOR

Adventure International
Commodore-64
Medium/Memory Requirements:
64K — Disk
Category: Flying/Combat/Target
Number of Players: 1
Controller Type: Joystick or Keyboard
Suggested Retail Price: $24.95

Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

You're cast as the pilot of a super-advanced space combat-craft known as the Eliminator, and your mission is to search out and destroy the enemy. As you pilot this galaxian hot-rod through space, you'll skim over alien terrain and have to square off against hoards of marauding enemy ships, all firing back at you, of course.

Although it's basically a scrolling shoot-'em-up, the challenge level is intense and the action is extremely fast-paced. Excellent visuals and play action round out an excellent game, and a permanent listing of high scores is kept on disk.

ENCHANTER

Infocom
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: Adventure/Task Completion
Number of Players: 1 and up
Controller Type: Keyboard
Suggested Retail Price: $49.95

Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

This sword-and-sorcery quest casts the player as a novice sorcerer. Equipped with only four spells and a spell tome, the neophyte must venture forth into the stronghold of an evil wizard to discover and disarm the dark forces that lurk within.

"Treasures" found along the way are actually spell scrolls. The idea is to save and use each spell at the appropriate time.

This full-text adventure features no graphics or sound effects. The computer describes the action in prose, and the player inputs directions by typing full sentences on the keyboard.

A hint booklet and map is available from Infocom.

FAST EDDIE

Sirius Software
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: Climbing/Multi-Phase
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $39.95

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

Non-stop climbing and leaping is the main event in this five-screen contest. The computerist steers Fast Eddie around the multilevel playfield, capturing prizes, jumping over deadly sneakers and maneuvering to capture the key that ends the round and sends the action to the next screen. The player begins with four Eddies, available one at a time, and must collect 10 prizes before the key appears above the High Top in the upper lefthand corner of the screen.

Fast Eddie offers eight levels of difficulty. The placement of ladders and prizes is different for each skill setting, so this is not quite as cyclical as it might at first appear.

FROGGER

Sierra On-Line Inc.
Commodore-64
Medium/Memory Requirements:
64K — Disk
Category: Evasion/Task-Completion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95

Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

Frogger is one of those games that easily passes the test of time, and continues to be one of the best and most fun-packed games available for the C-64.

Using the joystick to control the on-screen frog, the gamer must endeavor to get him across a busy highway, up over a wall, and across a fast-flowing river festooned with logs, turtles and other debris to his home lily pad on the opposite bank. This is accomplished by jumping onto the floating logs and turtles' backs, but be wary of the turtles! They sometimes submerge, and this spells death for the poor frog, as does lingering on a log too long and going off the waterfall. Another danger is the voracious frog-eating crocodiles, although the frog can safely jump on their backs while their mouths are closed. The crocs are sneaky critters, though, and sometimes hide-out in one of the lily pads on the shore, so look out for them.

The initial play screen supplies the gamer with five frogs, and safely transporting all five to their lily pads moves the game onto the next screen, where the action is considerably faster and some new menaces are introduced, namely snakes (with a sweet-tooth for frogs) and faster and tighter highway traffic patterns. Getting hit by a car makes old Kermit quite dead, so be careful. A time bar at the bottom of the screen counts down the remaining time left to complete the frog's journey. A bonus is awarded for picking up a bonus leaf on a log, escorting a lady frog home, or completing the hazardous journey in a short amount of time. Great fun for gamers of all ages!

GATEWAY TO APSHAI
Epyx
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: Adventure
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $39.95
Audio Rating: Fair
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

The player uses keyboard commands to maneuver an on-screen hero through a multidirectionally-scrolling playfield composed of rooms and corridors. Each passageway is invisible until actually entered, and some doors must be unlocked to pass through.

By defeating monsters, using spell scrolls, finding armor and weapons, and avoiding traps, the player increases his or her chances for survival — and often gains experience points to boot. The more experience gained, the higher the gamer's attributes (such as health, strength, and dexterity).

The game contains 16 dungeons, each eight levels deep and containing approximately 60 areas to a level. The player can mix and match dungeons and levels according to personal preference.

GORF
Commodore
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: SF/Invasion/Multi-Phase/ Translation
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $17.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Midway's multi-phase epic comes to the C-64 in a true-to-the-original version — with the usual (and expected) omission of the *Galaxian*-type screen. The shoot'em-up sends the player's cannon, which has full horizontal and limited vertical movement, against spacefarers from a hostile empire.

The first phase is somewhat like *Space Invaders*, with a shield wall replacing the bunkers. Next the player must destroy ships as they whirl out of a hyperspace vortex. Then it's a head-to-head shoot-out against squadrons of raiders. Finally, there's the Mothership, which must be whittled away bit by bit.

GRIDRUNNER
HES
Commodore-64
Medium/Memory Requirements:
64K — Cartridge
Category: Invasion/Target/Shoot-out
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Gridrunner, designed and programmed by Jeff Mintner, is a perennial favorite to owners of Commodore VIC-20's, and now it's available for the C-64 as well.

Using the joystick, the gamer pilots his craft on the "Grid", a playfield of intersecting lines (graph-paper style) with full horizontal movement and limited vertical movement. From the top of the grid descend hoards of invading aliens, and the task is to destroy them before they make lethal contact with you. Another nemesis is the intersecting laser bolts that randomly fire across the grid, which also prove fatal to you and your craft. Completely clearing a grid of all enemies moves the game onto the next screen, where the difficulty level increases sharply. Each succeeding screen proves to be more difficult, with increasing waves of invaders and highly-accellerated action. This one is a must for those with an itchy trigger finger and fast reflexes.

HARD HAT MACK
Electronic Arts
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: Climbing/Multi-Phase
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $35.00
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Working-class hero Hard Hat Mack battles against vandals and OSHA representatives to get this three-screen building completed. In game terms, he must pick up girder sections one by one, place them into the gaps in the superstructure and then lock them into place with a sometimes-elusive riveting gun.

There are actually several levels of construction on each of the playfields. Mack moves from level to level by an assortment of methods including an elevator, conveyor belts and a jump board. It is also possible to start on the second or third screen (instead of at the very beginning) by hitting the appropriate key prior to the start of play.

INFIDEL
Infocom
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: Adventure/Task Completion
Number of Players: 1 and up
Controller Type: Keyboard
Suggested Retail Price: $49.95
Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

After being left to die in the desert by a mutinous digging crew, the player must singlehandedly survive the harsh trip further into the sands to investigate the rumor of a long-lost pyramid.

Armed with a partial hieroglyphics dictionary, (hopefully) a navigation box, and other equipment found along the way, the explorer's quest is to find and enter the pyramid, then unravel the puzzles that lead to priceless treasures.

The game is packaged with a vellum map, plus two humorously-written letters which explain the scenario. Hint booklets are available for novices.

INTERNATIONAL SOCCER
Commodore
Commodore-64 Computers
Medium/Memory Requirements:
64K — Cartridge
Category: Sports
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: Not Available
Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Outstanding
Overall Rating: 10

Super visuals are the icing on the cake in this soccer simulation playable against the computer or head-to-head. Each team has four kickers and a goalie, and the action takes place on a multi-screen scrolling field seen from the side in three-quarters perspective. The joystick controls the video athlete with the ball, while the action button launches a pass, kick or goalie leap as circumstances dictate.

For solo play, *Soccer* offers a range of nine skill levels. The top setting is only for the real pros, of course. The game is divided into two-minute halves, as monitored on the digital clocks visible in the stands, and an impressive awards ceremony awaits the winning five at the final whistle.

Though the simulation isn't minutely detailed, *International Soccer* nevertheless captures the essence of the world's most popular team sport.

JACK ATTACK

Commodore
Commodore-64 Computers
Medium/Memory Requirements:
64K — Cartridge
Category: Jumping and Squashing/ Multi-Wave
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.00
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Though this multi-level action game draws elements from several existing programs, it combines them in a unique and entertaining way. Jack is a rolypoly hero who must move around a playfield composed of large square blocks and horizontal platforms and eliminate the spheroid attackers who drop into play one by one from their reserve line at the top of the screen.

Jack can either squash an attacker flat or, by holding down the button, move the blocks around to set up a hammer-and-anvil trap. Jack can leap up to three blocks and can fall any distance with safety, though landing in water causes Jack to drown.

Speed is essential, since the score largely depends on how much time is left on the count-down bonus clock. Unlike many such games, however, the player doesn't automatically lose one of the three Jacks if time runs out. There's also a bonus for landing on all the platforms, but it can be fatal to be caught on a playform when it disappears after all time elapses. The fall won't hurt Jack, but if a block lands on him in the general chaos, he's gone.

JAWBREAKER II

Sierra On-Line
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: Maze-Chase
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The maze-chase goes linear in *Jawbreaker II*, a reworking of the original Jawbreaker which is now available on the C-64 as well as the Atari computer. The idea, in this romp through the candy stores, is to scoop up all the sweets while avoiding the bullies' deadly touch. Turning this trick sends the gamer to the next level of difficulty, after an intermission during which a toothbrush comes out to shine up a set of chompers which represents the human player on the screen.

Jawbreaker's playfield is sectioned into horizontal channels. Moving gaps in the dividers between the channels lets the teeth switch lanes. Special energized hard candies give the teeth the power to turn the tables on the sinister smilers and gobble them up for points.

Jawbreaker has 10 skill levels, all selectable prior to the start of play. Level #0 is a "teddy bear" game suitable for young home arcaders.

JUICE!

Tronix
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: Color Changing
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Turning on the electricity is the goal in *Juice!* a game that casts the gamer as Edison the robot, who moves over the black circuit board trying to connect all the squares and get the current flowing. The gamer begins this six-level contest with five Edisons and gets a bonus one as a reward for tallying 10,000 points.

Pesky Nohms hop around the board, appearing at the top and jumping off the bottom edge. If they touch Edison, the mechanical man melts down. When all Nohms take the Big Leap, they leave behind a capacitor which ultimately turns into a hunter-killer Nohm called Killerwatt. Flash, the lightning dolt doesn't directly harm Edison, but he disconnects the circuit in every square he reaches. Recharge, on the other hand, is Edison's friend and must be caught for a bonus score.

LAZARIAN

Commodore
Commodore-64
Medium/Memory Requirements:
64K — Cartridge
Category: Translation/Task-Completion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $00.00
Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

The gamer pilots a space fighter, and the mission is to rescue stranded starships and to defend your sector of space against all types of hazards. You start with three ships, and if one is destroyed, it is replenished with a new ship at the same point in the game.

The game is divided into three distinct phases, each with its own playfield and exclusive obstacles. In Phase 1 you must rescue a sister shi encircled by meteors. In Phase 2 you must navigate the Tunnel of Fear, which is composed of four levels, each filled with deadly obstacles. In Phase 3 you will confront the deadly one-eyed space leviathan, Lazarian, himself. This evil creature is protected by a force-field which must be blasted through while dodging missiles hurled at you by the monster.

This is possibly the best arcade translation into a home-computer version available to date for the C-64.

LAZER ZONE

HesWare
Commodore-64 Computers
Medium/Memory Requirements:
64K — Cartridge
Category: Target
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $19.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

An unusual play-mechanic enlivens this science fiction-themed target shoot. *Lazer Zone* gives the player not one but two laser cannons. The catch: they must both be manuevered with the same joystick. Left to right movements direct the "Base" gun while forward and back movements govern the "axis" gun, located on the right edge of the playfield. Pointing the stick to the Northeast or Southwest lets one or the other cannon fire diagonally.

This last point is vital to success in the game. Once a skullship or bugship actually lands on one of the guns' movement tracks, only diagonal fire from the other weapon can pick off such an invader before it makes lethal contact. In dire emergencies, pushing the Commodore logo key activates an electro bolt which wipes all aliens off the screen, but the player only starts with three of these smartbombs. *Lazer Zone* has 20 levels, the first nine selectable, and can be played cooperatively or competitively if two humans are participating.

LIFESPAN

Reston Software
Commodore-64 Computers

Medium/Memory Requirements:
64K — Cartridge
Category: Multi-Scenario
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

This game is an analogy of life, wherein the goal is to live the longest, fullest life possible.

In babyhood, the player must use building blocks to trap personality traits in the corners. The more traits trapped, the more opportunities the person will have later, and the longer his or her overall lifespan.

After choosing an opportunity compatible with the player's game personality, the gamer moves along a neighborhood grid. The object of this screen is to collect enough common interests to join a conversation.

In the experience corridor, the player must steer clear of worries, fears, and doubts, which are health-threatening. Catching a hope reverses some of the negative emotions' effects.

At the end of the game, a high-speed, multilayered recap of the game is shown. The richer your lifespan, the prettier the show.

LODERUNNER

Broderbund
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: Climbing and Digging/ Multi-Phase
Number of Players: 1
Controller Type: Joystick or Keyboard
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

There's lots of action in *Loderunner*, but the only way to get through all 150 "treasury room" playfields is to develop effective strategies. The on-screen commando must steal all the enemy's gold, which will otherwise be used to buy offensive weaponry.

The typical playfield has horizontal brick platforms connected by ladders, hand-over-hand bars and trapdoors. The joystick moves the commando, while the action button causes him to drill a hole in the platform with his laser. The drilled pits can be either ahead or behind the hero, depending on the orientation of the joystick. The only way to make a guard give up his gold is to lure him into a pit. Digging is also useful for reaching buried treasure and creating an instant escape route.

Once the commando collects all the gold on the playfield, a ladder leading to the next playfield appears. The gamer starts with three commandoes and gets a bonus man for each completed playfield.

MINER 2049ER

Reston Software
Commodore-64
Medium/Memory Requirements:
64K — Cartridge
Category: Climbing and Jumping/ Multi-Phase
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: Not Available
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

The player maneuvers Bounty Bob around ten different playfields in a quest to claim each screen's mining station by running over every section of its floor. Along the way, Bob must avoid roaming mutants, pulverizers, explosives and just plain running out of time, all of which cost the player one turn.

Throughout each screen are scattered pickaxes, foodstuffs, and other objects, which earn Bob bonus points and temporarily make him invincible to the mutants.

MAZE MASTER

HES
Commodore-64 Computers
Medium/Memory Requirements:
64K — Cartridge
Category: Adventure
Number of Players: 1
Controller Type: Joystick and/or Keyboard
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Not Applicable
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Guide up to three characters, both warriors and magicians, through this five-level maze on the way to a final confrontation with the fierce Balrog whose lair is located in the lowest part of the labyrinth. Each member of the adventuring party has a unique set of abilities which increase from adventure to adventure as a result of experience.

The dungeon is displayed as a mouse-eye view, with corridors and doors indicated with linework. Magic items and treasure are there for the taking — if you can utilize the abilities of your little band to their fullest. Magicians have a selection of 18 spells, though the more powerful ones require a fairly high level mage (with correspondingly high magic point total) to cast.

MOTHERSHIP

SoftSync
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: SF/Multi-Scenario
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 5

Three different types of gaming action are featured in this science fiction game. The first phase of this contest is based on the familiar climactic scene from "Star Wars" in which the rebel fighters zoom down the Deathstar's trench. Providing the opposition is a succession of alien ships which fire at the player's craft. Since ammo is limited, the player must wait until the last instant before trying to blast the enemy out of the sky or risk becoming a defenseless target in a deadly counterattack.

In the second phase, a climbing and shooting game, the player must use elevators to get to the control pod at the top of the screen. The final segment requires the gamer to eliminate the enemy's planetary defenses in an outer space combat sequence.

While *Mothership* has a few rough spots — for instance, there's no indication of how many player/ships remain — its three sharply different phases are a definite plus.

MR. COOL

Sierra On-Line
Commodore-64 Computers
Medium/Memory Requirements:
64K — Cartridge
Category: Color Changing
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 5

Mr. Cool is a little ice cube with feet who must hop from plate to plate on the pyramidal playfield, lowering the temperature of each one as he lands on it. Fireballs and hotsprings are too warm even for this game's hypothermal hero, and they destroy him on contact. Pushing the action button initiates super-cool time, during which Mr. Cool can turn the tables on his foes (and the human player can pick up the usual assortment of bonus points).

Obviously, this program is similar to the classic *Q*bert*, but its cleverly-worked-out theme and super-cool feature give it some claim on the gamer's attention.

MURDER BY THE DOZEN

CBS Software
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: Strategy/Multi-Scenario
Number of Players: Any
Controller Type: Keyboard
Suggested Retail Price: $34.95

Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Not Applicable
Solitaire Rating: Outstanding
Head-to-Head Rating: Outstanding
Overall Rating: 9

A dozen different crimes are waiting for inspired criminological work in this logic-oriented detective program for one or more. On his or her turn, the detective chooses from a list of options which include questioning any of the people within reach, searching for physical evidence and going to another location in Micropolis.

A detective who elects to grill a witness or look for clues gets a string of code numbers, which can be looked up in a clues book to disclose a secret message. This system keeps anyone from getting any unearned information, even inadvertantly.

The first detective who can answer the questions posed by the scenario instructions is the winner. The screen flashes a descriptive rating, mostly based on how many turns it took to reach a solution.

MUSIC CONSTRUCTION SET

Electronic Arts
Commodore-64
Medium/Memory Requirements:
64K — Disk
Category: Music/Construction Set
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $40.00

Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

Congratulations to both Will Harvey, the teenage programming genius who conceived and programmed the software, and to Electronic Arts for having the good business sense to market it! This is truly the *creme de la creme* of musical applications/recreation programs for the '64!

The electronic maestro uses the joystick to position notes on the scales, select duration values, rests, etc. and a selection of icons make the choice of the function desired logical and extremely easy to use. Three-part harmony is possible, and the program offers a considerable selection of instrument sounds to play your musical composition with. The software even makes provisions to save the compositions to disk or print out sheet music on a Commodore or suitably-emulated printer!

MUSIC MACHINE

Commodore
Commodore-64
Medium/Memory Requirements:
64K — Cartridge
Category: Music
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $00.00

Audio Rating: Outstanding
Graphics Rating: Excellent
Play-Action Rating: Not Applicable
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Not a game program, but rather a sound and music generation package, *Music Machine* is a fine introduction to the remarkable sound capabilities of the C-64's SID chip.

The software allows the gamer to tailor the sound output, experiment with pre-set sounds and compose musical scores right from the computer's keyboard, with little or no musical knowledge necessary.

An excellent music introduction package, *Music Machine* is a fun cartridge for young and old computer musicians alike.

NECROMANCER

Synapse
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: Multi-scenario/Fantasy
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

In the first phase of the game, the player has to grow as many trees as possible on an empty playfield by positioning the cursor and pressing the button to plant a seed. Once planted, the saplings need protection from the tree-eating creatures that dash across the screen. If they touch a young tree, they stunt its growth — or destroy it completely. Eliminate them by touching them with the cursor.

Even full-grown trees aren't immune to the evil spider that spreads rot in its wake. To save a rotting tree (you'll know by its screams) pass the cursor over it. The spider is killed in the same manner.

In the second phase of the game, the necromancer descends into the dungeon depths, accompanied by his trees. The plants can be moved over floors where deadly spider eggs mature. Once they take root and crash through, the eggs are crushed. Gripping hands that descend from the ceilings can carry trees away.

NEUTRAL ZONE

Access Software
Commodore-64
Medium/Memory Requirements:
64K — Disk or Cassette
Category: Combat/Target/Shoot-Out
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $34.95

Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Bruce Carver, designer and programmer of *Beach-Head*, has another sure-winner here with *Neutral Zone*.

The gamer is seated in the gunnery pod of his craft, and his mission is to defend our intelligence space station on the edge of the Neutral Zone from attack by marauding alien craft. The joystick controls both the direction of the gunnery pod as well as firing the laser cannon.

The objective of the game is to annihilate all of the attacking enemy craft before they can inflict damage on the space station and your craft. A timer keeps track of how long each mission takes and rates the player's or players' performance at the end of the game, and the rating can be anywhere from "tourist" for the klutz to "superman" for the real hot-shot space warrior. Five play levels are available, from super simple for the novice to "crazy" for the hyper honchos out there with an insatiable blood lust.

PAC MAN

AtariSoft
Commodore-64 Computers
Medium/Memory Requirements:
64K — Cartridge
Category: Maze-Chase/Translation
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $49.95

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This version of the classic coin-op features all the sights and sounds of the original, minus the intermission screens.

Pac-Man must gobble all the dots in the maze while avoiding his four nemeses — until he gulps a power pill. Then, Inky, Blinky and Co. turn into blue ghosts and flee. The more ghosts Pac-Man gobbles, the higher his bonus score.

The dot-muncher also scores points by

eating the different bonus objects that periodically appear near the monster pen.

PHAROAH'S CURSE

Synapse
Commodore-64 Computers
Medium/Memory Requirements: 64K — Disk
Category: Maze Shoot-out/Mission Completion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This Egyptian tomb, sealed over 43 centuries, contains 16 treasures, but keep your finger on the action button and be prepared to defend yourself against the spectre of the Pharoah and his minion the Mummy. The joystick moves the on-screen explorer to the left and right or, by pushing the stick diagonally forward, initiates a jump in the desired direction. The explorer can leap straight up or fall any distance without injury.

Finding a treasure confers an additional "life." Finding them all wins. Besides the loot, keys are also worth seeking, since they unlock portions of the pyramid that would otherwise be barred. There are also touch-activated traps all over the place, which can blow your tomb-raider to bits, so watch out.

PINBALL CONSTRUCTION SET

Electronic Arts
Commodore-64 Computers
Medium/Memory Requirements: 64K — Disk
Category: Construction Set
Number of Players: 1-4
Controller Type: Joystick
Suggested Retail Price: $40.00

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Players can choose any of the five ready-made pinball games on the disk, or can construct their own with the game's design-it-yourself feature.

To design a personalized pinball game, the player manipulates an on-screen hand to pick up flippers, alleys, bumpers, etc. and place them on the playfield. Different options allow the pinball designer to set point values, change the elasticity of the bumpers, set the speed of the game, redesign or color the table itself, and plenty more.

An especially nice option allows players to make copies of their original pinball games to give to friends.

PLANETFALL

Infocom
Commodore-64 Computers
Medium/Memory Requirements: 64K — Disk
Category: Adventure/SF/Task-Completion
Number of Players: 1 and up
Controller Type: Keyboard
Suggested Retail Price: $49.95

Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

The player is cast in the role of an interplanetary space cadet who gets shipwrecked on an uncharted planet. The first order of the day is to find enough food and rest to survive the ordeal, then — with a little help from a hypersensitive, "cutesy" robot named Floyd — to save the planet from certain doom.

Packaged with background information such as a letter to the folks at home, several intergalactic post cards, and a stellar I.D. badge, the game was obviously written with tongue in cheek. Hint booklets and maps are available.

POGO JOE

Screenplay
Commodore-64 Computers
Medium/Memory Requirements: 64K — Disk
Category: Color Changing
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $24.95

Audio Rating: Outstanding
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Pogo Joe, a cute-as-a-button little guy on a pogo stick, must hop from cylinder top to cylinder top, changing the color each time he lands on a previously unvisited space. The joystick is employed to jump Joe in any of four diagonal directions, and a clever bit of programming makes it impossible for our hero to leap off the playfield into oblivion. Only legal moves are actually executed.

The 64 playfields are cunningly designed, offering a tremendous variety of color-shifting action. Each field has a theme song, and the music is a topnotch effort by Steven Baumrucker. It is possible to view all the screens, pick any one of them as a starting level, adjust the speed of Joe and the various creatures which chase him by using a menu screen prior to the start of play.

Creatures pop up during play as eggs, then hatch. Joe can destroy them in the egg form for points. Some creatures can chase Joe and kill one of this three lives on contact. Others can be caught for points. In addition there are "smartbomb" and teleportation cylinders to make the action even more exciting.

POPEYE

Parker Brothers
Commodore-64 Computers
Medium/Memory Requirements: 64K — Disk?
Category: Translation/Multi-Scenario
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $27.95

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This three-screen climbing contest challenges Popeye to catch all the kisses thrown by Olive Oyl, who's perched at the top of the screen. His task is made harder by Brutus, who stalks along the multi-level playfield, hoping to knock the sailorman out. (Brutus can even reach up or down one level.) The Sea Hag also tries to bar the path of true love by hurling bottles at our hero.

Popeye can eliminate a bottle by punching or ducking it, but must eat his spinach (it appears briefly on each screen) to turn the tables on Brutus. When energized by the green stuff, Popeye can punch Brutus back to the bottom of the playfield, if he can catch him.

PURPLE TURTLES

Quicksilva
Commodore-64 Computers
Medium/Memory Requirements: 64K — Disk
Category: Kideo/Jumping/Cute
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95

Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 5

Despite its subtitle, "The Cutest Game Around," *Purple Turtles* is a curious mixture of good and bad. The simple play mechanic tests a young arcader's ability to jump across a stream on the backs of four turtles which submerge at intervals. There are nine skill levels and a variety of speed settings, and even a grown-up will have trouble figuring out the diving pattern of the turtles when the difficulty and speed settings are at or near the top.

The graphics are especially hit-and-miss. The turtles and an owl which sits in the tree on the left side of the pond are well-done, but the jumping figure is still and doesn't have much animation during the actual leap. The play-action is also highly repetitive, which might mean that long-term playability will suffer.

Q*BERT
Parker Brothers
Commodore-64 Computers
Medium/Memory Requirements:
64K — Cartridge
Category: Translation/Color-Changing
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $29.50
Audio Rating: Outstanding
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

The object of the game is to change all the blocks on a pyramid to a different color, without getting caught by Coily or his two cohorts, or being bonked by the balls that bounce down the screen.

Whenever the player jumps on either of the flying disks on-screen, all enemies currently on the pyramid are blown off the screen — except for Coily, if he hasn't hatched yet or was too far away from Q*bert.

At higher levels, Q*bert has to change the cube colors more than once — and try to snag the evil creature who turns the blocks back to their original colors with just a touch.

QUINTIC WARRIOR
Quicksilva
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: SF/Target
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

As a warrior of the future, the home arcader must defeat an attack by mutants while avoiding deadly fire from his own city's defenses, which have gone wild. The joystick directs the movements of the on-screen warrior, who must keep the varicolored mutants from marching to the top of the screen and, thereby, ending the game.

This wouldn't be much trouble, except for the malfunctioning city weapons. A pair of linked guns fire horizontal beams from each side of the playfield, while a third gun fires up from the baseline. Any ship caught in the conjunction of these blasts is eliminated. Thus the player is constantly moving as well as firing, since the best positions for zapping the marching mutants are inevitably the ones which leave the quintic warrior most exposed to weapons fire.

RADAR RAT RACE
Commodore
Commodore-64
Medium/Memory Requirements:
64K — Cartridge
Category: Maze-Chase
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $00.00
Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

Like the earlier version produced by Commodore for the VIC-20, this edition for the C-64 is cartridge-based and offers some really hairy play-action.

The game's objective is to steer your rat through the maze to pickup all the cheese, while avoiding the three pursuing rats and cats which are scattered about. To help you through your adventure, a radar screen inset on the playscreen lets you see your relative position within the maze, as well as that of the pursuing rats, cats and cheeses. Play action is achieved through the joystick.

By hitting the action button, the good rat can drop confusion dust, which will temporarily disorient the pursuers, but, alas, this good stuff is in limited supply, so it must be used sparingly. Also limited is the amount of time that you're given to pickup all of the cheeses, and a decreasing band on the screen alerts the gamer to the fleeting nature of time.

Loads of fun for each gaming member of the family, *Radar Rat Race* offers extremely challenging play action and lots of continued-interest.

RETROBALL
HES
Commodore-64
Medium/Memory Requirements:
64K — Cartridge
Category: Sports
Number of Players: 1-2
Controller Type: Joystick/Paddles
Suggested Retail Price: Not Available
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Fair
Head-to-Head Rating: Excellent
Overall Rating: 6

This air hockey game on a cartridge pits one player against the computer, or two players against each other.

Handicap options allow experts and novices alike to play according to their individual skill levels, even when competing against each other.

ROBOTRON 2084
AtariSoft
Commodore-64 Computers
Medium/Memory Requirements:
64K — Cartridge
Category: Shoot-out/Multi-Wave/
Translation
Number of Players: 1
Controller Type: 1 or 2 Joysticks
Suggested Retail Price: $39.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This edition of the Williams coin-op offers the choice of either two-joystick control, as in the arcade, or a very acceptable one-stick alternative. Actually, the latter may be preferable, since it's quite a trick to work a pair of controllers that aren't anchored in some fashion. The on-stick method gives continuous firing as directed by the stick while the action button is pressed, with ordinary stick movements steering the on-screen hero in the corresponding direction.

Fire and movement are crucial. The fighter must dodge and shoot an assortment of alien invaders, some of which are invulnerable, while trying to rescue the last few humans by making contact with them on the playfield. Clearing the screen of opponents automatically sends the fighter through a warp to the next level.

Robotron is what might be called a mazeless shoot-out. It features fast action, danger from all directions and plenty of close calls. The action starts at a fairly simple level, but the difficulty mounts steeply as the computerist conquers level after level.

SAMSON AND DELILAH
Davka Software
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: Climbing and Jumping
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $24.95
Audio Rating: Good
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

If the execution had been up to the level of the concept, this action-game treatment of the biblical story of Samson and Delilah would be a lot better. The graphics are a significant let-down and detract much from what is otherwise a fairly intriguing variation on the climbing contest *motif*.

Samson gets three tries to get from the upper lefthand corner of the screen to the pillars in the lower lefthand corner. He does this by running along a horizontal platform until he gets to a cliff and jumping down to the next lower level. This is accomplished by pulling the joystick directly toward you, since just running the Hebrew strongman off the edge makes him land on his head. Guards, lions and other hazards bar Samson's way, though he can clout them for bonus points whenever he picks up a jawbone. An option screen displayed between games lets the computerist increase and decease the difficulty by adjusting such key features as the deadliness of the guards.

SAVE NEW YORK
Creative Software
Commodore-64 Computers
Medium/Memory Requirements:
64K — Cartridge
Category: Flying and Shooting
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Two different kinds of action are combined in this fast-moving contest based on the idea of protecting New York from an invasion. The player can, with the zip of the joystick, fly a maneuverable plane over the skies of the Big Apple to duel airborne intruders or descend beneath the city streets to flush out aliens who have taken refuge in the warren of subway tunnels.

The maneuverability of the plane during the sky phase of the game is outstanding. And you'll need that turn-on-a-dime capability to prevent the invaders from swarming all over Bagdad by the Hudson.

SEAFOX
Broderbund
Commodore-64
Medium/Memory Requirements:
64K — Disk
Category: Target/Evasion/Strategy
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Experience excitement and danger under the briny seas in *Seafox*. From the depths of the ocean in a lone submarine, the gamer must destroy a convoy of enemy ships and their escorts, while avoiding torpedoing the hospital ships. Enemy subs will launch torpedoes at you, while enemy PT's on the surface drop depth charges. As if this isn't enough to contend with, you'll have to watch your ever-decreasing fuel, air and torpedo supplies, and hope to achieve a rendezvous with the friendly trained dolphins who carry packs that will replenish your supplies — no easy task, since a giant clam appears almost instantly to scarf up your supply rations!

You're allotted three subs, one-at-a-time to satisfy your lust for nautical destruction, and each successive level becomes hotter and hairier.

SNAKMAN
Microdigital
Commodore-64
Medium/Memory Requirements:
64K — Disk
Category: Maze-Chase/Gobbling
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $24.94
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Obviously inspired by *Pac-Man*, this offering from Microdigital offers excellent graphics and play-action.

Using the joystick, the gamer controls his on-screen Snakker to traverse the maze, gobbling up dots, while avoiding the four colored gremlins who are eager to snuff him. By passing over one of the colored power dots, Snakky becomes invincible for a short period and can turn the tables on the gremlins. There is a rectangular section in the center of the screen known as the jail, and it is from this location that new gremlins emerge. By positioning the Snakker close to the jail after gobbling a power dot, high scores can be achieved by gobbling gremlins as they emerge from this place. An audio warning signals the end of the invincibility period.

Bonus items appear in the upper horseshoe-shaped section of the screen, and passing over these will also add appreciably to your score. Clearing the playfield completely of dots moves the gamer on to the next, more difficult screen.

SPACE RESCUE
HES
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: Educational
Number of Players: 1
Controller Type: Keyboard or Joystick
Suggested Retail Price: Not Available
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Benji, the lovable pooch, is on-screen companion and sometimes-tutor in an adventure that sends the computerist into outer space. Some of our scientists were snatched by aliens; now the gamer must travel to several planets, manning a spaceship and keeping track of fuel and torpedoes. At the lowest of eight skill levels, Benji controls most functions of the ship so even young gamers can use the program satisfactorily. At higher levels, after Benji has trained the pilot, the responsibilities for handling the ship increasingly go to the player. The planets are displayed on screen with data about each, such as diameter, gravitational pull, and surface description. Travel between different locations takes proportionate game time to the real distances involved. Players learn about the solar system while locating the missing scientists, in this action adventure for gamers ages eight and over.

SPARE CHANGE
Broderbund
Commodore-64
Medium/Memory Requirements:
64K — Disk
Category: Cute/Task-Completion
Number of Players: 1
Controller Type: Joystick or Keyboard
Suggested Retail Price: $34.95
Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

The gamer is cast as the owner of a videogame arcade, and business is booming. Only problem is, two Zerks (Ozzie and Zeke) have broken free of the game machine where they live and they're trying to save up enough tokens in their piggy bank to retire. The gamer has to try to stop them, using every trick in the book to keep them around — from playing their favorite tunes on the juke box, to popping popcorn and ringing the pay phones (Zerks *love* to gab on the phones!).

Special treats included in this outstanding game program feature an assortment of wonderfully entertaining cartoons, and the ability to control or alter the Zerks' behavior patterns and create your own levels of difficulty.

SPEEDRACER
T & F Software
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: Steering
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good

Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

Devil or angel, the choice is up to the player in this mile-a-minute car-steering contest. The player piles up points for number of miles of roadway traveled, but there are side scores which represent, respectively, the player's skill at hitting (devil) or missing (angel) pedestrians encountered along the way.

Drive the car by pushing forward on the joystick for the gas and pulling back to engage the brakes. Pushing the joystick to the left or right moves the on-screen auto in the corresponding direction. (The fire button works the horn, but this is mostly psychological.) The driver begins with three cars and 100 time units. Covering 100 miles earns a bonus car.

SPITBALL

Creative Software
Commodore-64 Computers
Medium/Memory Requirements:
64K — Cartridge
Category: Action-Strategy/Maze-Shoot-out
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Excellent
Overall Rating: 8

This strategy game uses a playfield composed of concentric rectangles with gaps for movement in the outer two and scoring gates blocking the inner pathways. The player controls a snake-like tube that can shoot scoring balls through the gaps in the rectangles and score points by turning the gates and/or striking the computer-directed tube. If your tube collides with this adversary, one of the three "lives" is lost. One of the point-scoring missiles is blue (rather than brown), and this one becomes a bomb when it comes to rest.

Ordinarily, the player can rove the field picking up ammo once the balls have come to a complete rest. The only exception is the blue sphere, which must first "decay" into a harmless brown one. Hitting the computer's tube with a ball sends the action to the next level of play.

Spitball can be played solitaire or in two different two-player modes. The pair of human computerists can either go head-to-head or combine forces against the machine.

SPORT SEARCH

T&F Software
Commodore-64
Medium/Memory Requirements:
64K — Cassette
Category: Word Game
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $00.00
Audio Rating: Not Applicable
Graphics Rating: Good
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 6

Basically the same type and structure game as *Arcade Search* and *Word Search*, *Sport Search* quizes your knowledge of college and pro teams from virtually every area of sports.

Played through the keyboard, the play-mechanics are the same as the other two games in T&F's *Search* series: a grid of jumbled letters is presented on-screen, and therein contained are 20 names of teams, players, etc. — 10 down and 10 across. The player must locate each of the twenty entries and type them in at the question-mark prompt. 10 points each are awarded for correct entries, with a bonus being awarded for completing all 20 under the 600-second (10-minute) time limit.

STAR RANGER

Commodore
Commodore-64 Computers
Medium/Memory Requirements:
64K — Cartridge
Category: SF/Multi-Phase
Number of Players: 1-6
Controller Type: Joystick
Suggested Retail Price: $17.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Steer a scout ship through a four-stage mission in this visually impressive science fiction target shoot. The home arcader scores points for blasting Nasties, Bombers, Cibolians and Invisons and can reap a quadruple bonus by frying one of these enemies with the ship's rocket.

Use of a non-scrolling screen keeps the antagonists within firing range of each other most of the time, calling upon the would-be space jockey for some fancy deep space flying to dodge in-coming fire and collision while lining up the targets for extinction.

Convenience options include a choice of skill levels and the opportunity to start a new game at the same level at which the previous round finished. There are three basic skill settings, the "play" level for neophytes, the "trainee" level for getting into the play-mechanics and the three-ship "arcade" level for the full-bore *Star Rangers* experience. In the latter, the player wins bonus ships every 5,000 points.

STAR TREK

Sega
Commodore-64 Computers
Medium/Memory Requirements:
64K — Cartridge
Category: SF/Translation
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: Not Available
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

This "training mission" puts the player at the helm of the U.S.S. Enterprise. In the first waves, the player must destroy Klingon fleets attacking Federation starbases. When the ship is damaged by Klingon fire, dock with a starbase to restore lost power.

In the second phase, the gamer navigates through a horizontally-scrolling minefield, and successfully passing through it brings the ship face-to-face with a crazed, mine-laying droid. Destroy it and begin again at a harder difficulty level.

SUSPENDED

Infocom
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: Adventure/SF/Task-Completion
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $49.95
Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Communicating telepathically from a state of suspended animation, the player directs the movements of six highly specialized robots in an effort to find and repair a malfunctioning life-support system that threatens the population of the planet above.

The software comes packaged with a game board/map and markers for the robots. Each robot has its own unique capabilities and personality. The player types in full-sentence commands and is answered with a full-text response (no graphics or audio effects).

The object? To figure out the problems through hearing the robots' sometimes quirky viewpoints, then use the information to make the necessary repairs. To complicate matters, a seventh, definitely mischievous robot is also in the complex...somewhere.

SWORD OF FARGOAL

Epyx
Commodore-64
Medium/Memory Requirements:
64K — Disk

Category: Adventure/Maze
Number of Players: 1
Controller Type: Joystick/Keyboard
Suggested Retail Price: $35.00
Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

A more refined version of this addicting dungeon-maze adventure than its VIC-20 counterpart, *Sword of Fargoal* is a superb piece of programming for the C-64.

The scenario of the quest is thus: the Protectorate Sword has been stolen by an evil wizard and hidden somewhere in his evil dungeon between the 15th and 20th levels. The gamer's on-screen surrogate, in the guise of a knight, must vanquish myriad monsters and other unsavory personalities, avoid traps such as ceiling cave-ins and explosions, and make his way down into the depths of the abyss to locate and claim the sword.

Along the way he'll also pick up gold pieces which may be offered at the temple found on each level in exchange for experience points, which in turn, will increase the amount of punishment you can take in a confrontation with a monster. Also to be found along the journey are numerous "treasure/trap" boxes which can contain treasures such as magic spells, potions, enchanted weapons and the like, or traps, such as explosions or ceiling traps.

Since all of the mazes are randomly-generated by the computer, no two games will ever be the same, and the placement of the temple, treasures and monsters will be equally unpredictable.

Upon finding the enchanted sword, the gamer has 2,000 seconds in real-time to ascend all of the dungeon's levels to bring the sword out. But beware! All of the nasties will be after your tail once you have the sword in your possession and they'll do their darndest to steal it away from you!

TRASHMAN

Creative Software
Commodore-64 Computers
Medium/Memory Requirements:
64K — Cartridge
Category: Maze-Chase
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Driving the town garbage truck is hard work, especially when four pesky flies are ready to swarm out of the town dump, located in the center of the field, and put you on the trash heap with a mere touch. Fortunately, you can pick up a trash barrel that confers a few seconds of power so you can turn the tables on the insects.

This oh-so-cute premise cannot totally obscure the fact that *Trashman* provides very little in the way of a gaming experience that can't be found in *Pac-Man*. On the positive side, the programming is exceptional, making on-screen movement as fluid and glitch-free as any computerist could desire.

THRESHOLD

Sierra On-Line
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: SF/Invasion/Multi-Phase
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

Twenty waves of aliens are set to attack your squadron of five ships, each available one at a time. The player moves the gun from left to right at the bottom of the screen, firing up at an assortment of nasties. Fuel is limited, and there is another hurdle in the form of a laser that's prone to overheating if fired too frequently. Each ship also has a limited period of hyperdrive, activated by pulling the stick toward you. Hyperdrive provides an incredible burst of speed that makes the attacks look like they're inching along by comparison.

This edition of *Threshold* lacks the vertical movement of the Apple II original, but the newly-added elements make it an enjoyable contest in its own right.

TURMOIL

Sirius
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: Evasion/Shoot-out
Number of Players: 1
Controller Type: Joystick or Keyboard
Suggested Retail Price: $39.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Outstanding
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Mark Turmel's unique blastarama pits the player's shooter, which travels vertically up and down a center channel against an assortment of aliens in horizontal lanes. The nasties enter from either edge and zip across the screen. Most can be hit straight-on, but the powerful tanks must be destroyed from behind. Prizes sometimes appear in the lanes, at which point the player is allowed to move the shooter down the alley to snag it. Failure to get back to the center channel is fatal however, since an indestructible ghost ship barrels down the lane almost immediately after the gamer picked up a bauble.

Turmoil has nine levels of skill, with the starting point selectable with the f5 key prior to the start of play. The gamer gets five "lives" and earns an extra shooter, to a maximum of six in reserve, by wiping out a whole level.

WORDRACE

Don't Ask
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: Educational
Number of Players: 1-4
Controller Type: Keyboard
Suggested Retail Price: $34.95
Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Not Applicable
Solitaire Rating: Excellent
Head-to-Head Rating: Good
Overall Rating: 7

WordRace is a vocabulary expander for all ages, as players take turns racing the clock to find the correct definition of words. Players choose skill level and how many words make up each round. The computer displays a word, then offers six definitions. The gamer selects one, then the computer puts a box around the correct answer, so the player can learn the definition. Time counts down from 600 on each challenge and the computerist gets or loses the number of points left when he enters his answer. There are four skill levels from Beginner's Wordrace for ages 9 to 14, Intermediate for older teens and adults, and Regular Wordrace with more advanced words that might be suitable for a study tool for college entrance exams or any other test where a large vocabulary is needed. Challenge Wordrace features words that are very difficult. Two additional contests complete the progam. Claim to Fame and Sports Derby are played like the Wordrace games, except that the gamer is presented with a name and six possible accomplishments. "Fame" features entertainers, historical personalities, authors, artists, or whomever. Sports Derby tests player's knowledge of sports trivia. Graphics are minimal, just white letters on a blue background, and sound effects consist of a buzz for a wrong answer, and a chime to salute a correct response.

WIZARD OF WOR

Commodore
Commodore-64 Computers
Medium/Memory Requirements:
64K — Cartridge
Category: Maze-Shoot-out/Translation
Number of Players: 1-2

Controller Type: Joystick
Suggested Retail Price: Not Available
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Outstanding
Overall Rating: 8

One or two players use the joysticks to steer bow-armed warriors around a succession of progressively less convoluted mazes (which means that there are progressively fewer nooks and crannies in which to hide). Gamers can play competitively, blasting away at each other as well as a succession of creatures, or they can pool their efforts as a two-warrior team.

A radar screen located just below the main display helps track monsters when they are invisible. Whenever the entire playfield is cleared, bonus encounters, perhaps even including a duel with the Wizard himself, may occur. Generally, eliminating the Wizard will double your score on the next round.

This is a pretty tough *Wizard of Wor*. Each computerist gets just three warriors, and those monsters begin firing back very early in the action, making them much more dangerous adversaries.

WORD SEARCH

T&F Software
Commodore-64
Medium/Memory Requirements:
64K — Cassette
Category: Word Game
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $00.00
Audio Rating: Not Applicable
Graphics Rating: Good
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 6

Completing the trilogy of the *Search* series by T&F Software we have *Word Search*.

In this jumble-type word game categories such as states and capitals and animals are presented. After selecting a category, the gamer is presented with a grid-like playfield comprised of jumbled letters. Contained somewhere within this alphabetic jungle are 20 words of the category chosen, 10 down and 10 across. The gamer's objective is to locate and identify these 20 words utilizing the keyboard. Entries are input at the keyboard, and, if correct, high-lighted on the play screen. 10 points are awarded for each correct entry, as well as a bonus for completing the 20-word grid under the time limit, which is 10 minutes (600 seconds).

WORMS?

Electronic Arts
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: Territory-Grabbing
Number of Players: 1-4
Controller Type: Joystick
Suggested Retail Price: $40.00
Audio Rating: Good
Graphics Rating: Fair
Play-Action Rating: Poor
Solitaire Rating: Fair
Head-to-Head Rating: Poor
Overall Rating: 4

Less of a game than a light show, the object is to train brightly-colored worms to capture territory by laying trails from one dot to another. One point is scored by the worm that lays the sixth trail in a territory. There are five types of worms: new (untrained), auto (computer-trained), wild (randomly-trained by the computer before the game), same (the same worm of the same color as in the previous game), or asleep (the worm doesn't play).

The package suggests that players not read the instructions(!?!).

ZEPPELIN

Synapse
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: Mission Completion
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Escaping from the Timelord's cavern-complex dungeon in a zeppelin is the ultimate goal of this seven-level action quest. The player must combine delicate maneuvering with deadly aim to survive dangers that run the gamut from laser barriers to balloons.

The omni-direction scrolling is surprisingly fluid, even better than on the Atari computer original. Some niceties, such as the shrouding over switches and other play-features, didn't make the trip to the C-64, but the essential *Zeppelin* is here. The game's most unusual feature is that the caves are dotted with switches, which can be used to turn off — or on — specific elements of the Timelord's defense set-up.

Though *Zeppelin* has enough action to sate any blast brigader, it's the strategic nuances that make this game so highly rated.

The gamer gets a squadron of five gasbags, available one at a time. There is a choice of four difficulty settings, and even the "novice" run is hard.

ZEPPELIN RESCUE

Computer Software Associates
Commodore-64 Computers
Medium/Memory Requirements:
64K — Disk
Category: Fantasy/Task Completion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $24.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Things are rotten in Los Angeles, mostly the air. That's why the player must execute a rescue mission in this essentially non-violent scroller. Unfortunately, the only craft available for plucking L.A. residents off the rooftops and conveying them to a place where the air is fit to breathe are zeppelins.

The zeppelin is hardly the easiest vessel to steer, giving the game a fairly realistic "feel." A practice level omits some of the obstacles, such as acid rain clouds, which make getting the job done more difficult. This affords the novice the chance to learn how to maneuver the aerostat before trying it under full game conditions.

VIC-20

ADVENTURE LAND

Commodore
VIC-20
Medium/Memory Requirements:
5K — Cartridge
Category: Adventure
Controller Type: Joystick/Keyboard
Number of Players: 1
Suggested Retail Price: $39.95

Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Not Applicable
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

One of the Scott Adams *Adventure* Games, this one opens with the player in the midst of a deep forest. The outdoor adventure ranges through settings from a quicksand bog to a bottomless pit (complete with billboard advertising the adventure series!). Players can collect items like a blue ox and jeweled fruit. On the way, creatures like dragons and magic words liven up the action.

AGGRESSOR
HES (Human Engineered Software)
VIC-20
Medium/Memory Requirements:
5K — Cartridge
Category: Combat/Scrolling Shoot-Out
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $39.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applcable
Overall Rating: 8

A quick hand and eye coupled with even quicker reflexes and a joystick are required to play *Aggressor*, a fast-paced, action-packed combat/shoot-out. Rather than being the hunted, the player is the hunter, and pilots a marauder ship on it's seek-and-destroy mission against the enemy Zaurian space ships seeking to liberate the Stellarium fuel dumps. The gamer must negotiate myriad obstacles such as space mines, enemy phaser blasts that "lock" on their targets, and a variety of enemy ships, each having their own special characteristics.

Aggressor has nine play levels, and each is difficult in it's own right. A "tight" joystick, razor-sharp reflexes and diligent concentration are all a must to achieve high scores at any play-level of this game.

ANTIMATTER SPLATTER!
VIC-20
Nufekop
Medium/Memory Requirements:
5K — Cassette
Category: Invasion
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $19.95
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Very Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The task of the gamer is to protect Earth's population from the antimatter pods which are being dropped through the atmosphere from the Mother Alien at the top of the playfield. The only way to destroy an antimatter pod is with your splatter cannon, but when you miss, you blow away a section of the atmosphere, creating another entry hole for the antimatter pods to drop-in through. Each time an antimatter pod hits the Earth, a segment of the population (represented by little people at the bottom of the screen) is destroyed.

Control is achieved through the keyboard or a joystick — either works well, but a "tight" joystick is best, since the gamer will have to move quickly as the invasion picks up momentum, which it does quickly. Game's end is brought about either by the splatter the cannon makes upon being hit by antimatter pods, or the entire population of the planet being annihilated, whichever comes first. This is one of those "no win" invasion games, since the Mother Alien never runs out of antimatter pods, but the Earth soon runs out of people. Game restart is initiated by depressing the space bar on the keyboard. Play-action is really hairy, but unfortunately, high score per session is not constantly displayed, so keep notes of scores for future reference during the session.

ASTRO PATROL/RUDE GIRL /SECRET FILE
VIC-20
Astral Image
Medium/Memory Requirements:
5K — Cassette
Number of Players: 1
Controllery Type: Joystick/Keyboard
Suggested Retail Price: $33.86
Audio Rating: Poor
Graphics Rating: Poor
Play-Action Rating: Poor
Solitaire Rating: Poor
Head-to-Head Rating: Not Applicable
Overall Rating: 1

This cassette contains three programs: *Astro Patrol*, which is a very poor and unchallenging space-war shoot-out; *Rude Girl*, a betting game of the coin-flip type, in which you wager on the spastic actions of the poorly-animated rude girl, more accurately called "crude" girl; and *Secret File* which isn't a game but an encoding utility to write "secret messages". The gamer can turn this cassette into a guessing game by trying to answer why this crude offering was ever created in the first place. You can surely live without this one.

ATTACK OF THE MUTANT CAMELS
HES
VIC-20 Computers
Medium/Memory Requirements:
5K — Cartridge
Category: Shoot-out/Multi-Phase
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

This latest offering by Jeff Mintner smacks of characteristics of his earlier work, *Gridrunner*, but with a few new and novel touches.

Using the action button on the joystick, the gamer blasts away at the descending swarms of mutant cameloids, while avoiding the deadly intersecting laser blasts randomly firing across the grid under the computer's control. An added element, the Snitcher, helps the enemy zero-in or your position, so constant movement on the part of the gamer is essential. Clearing the screen of all invaders moves the action onto the next level, with ever-increasing difficulty levels. Play-action is fast and furious.

BLUE MEANIES FROM OUTER SPACE
Commodore
VIC-20
Medium/Memory Requirements:
5K — Cassette
(as part of 6-pack)
Category: Invasion
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $29.95 (as part of the 6-pack)
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 5

Rectangular-shaped Blue Meanies are assaulting the player's starbase, trying to destroy its power cells. The defense arsenal consists of two sets of three lasers, facing each other on opposite sides of the base's sidewalls. Using the lasers eats up energy, as does losing an incoming supply ship. The player starts with 1,000 energy units; if the supply ship makes it through, it adds 500 units.

The Meanies can take out lasers and make holes in the starbase in their attempt to destroy the power cells, located under the middle of the base. Repair robots can fill in the holes, but each use takes 100 energy units.

After 20 Meanies bite the dust, Meaner Meanies take over the invasion.

BOMBS AWAY
VIC-20
Computermat

Medium/Memory Requirements:
5K — Cassette
Category: Catch
Controller Type: Joystick/Keyboard
Number of Players: 1
Suggested Retail Price: $18.95
Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

The mad bomber is at it again! The gamer gets three buckets to catch the bombs in, which fall from the top of the screen. An extra bucket is awarded at the score of 500 points, and an additional bucket for every 1,000 points thereafter.

The graphics are rather stark, and the sound effects (consisting of monotonous musical notes) could be improved quite a bit, but the game's biggest drawback is the snail-pace at which the bombs are dropped at the beginning. After a couple of hundred points, however, the speed increases, and continues to do so as long as the score continues to rise. Just about when you think you've got it down to a science, the bucket gets smaller, and by now the bombs are dropping like rain from the skies. Novel feature is the bomber; his usual frown turns to a smile each time you miss one with the bucket.

BUG BLASTER

VIC-20
Computermat
Medium/Memory Requirements:
5K — Cassette
Category: Invasion/Shoot-Out
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $19.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

A distant cousin to *Centipede*, *Bug Blaster* offers an appealing and colorful playfield, great sound effects and a continuing challenge. Play is handled through either the keyboard or joystick, the latter being better suited to the quick maneuvering and firing often required to attain high scores.

The playfield is filled with cacti, and it is through these that the millipede descends from the top of the screen while the gamer tries to blow it away from the bottom. Three gunners are alloted, and various bonus targets, such as a bumblebee buzzing across the top of the screen, aid in achieving high scores.

When the gamer successfully cancels out all segments of the millipede, a musical *"Charge!"* salute heralds the coming of the next wave of attack. Permitting even one segment of the millipede to reach the bottom row spells certain death to the gunner. Each wave comes on faster and more furiously than the last, with more cactus plants to shunt the gunner and aid the insect.

Bug Blaster offers the lure of achieving ever higher scores as the gamer's skill and familiarity with it increase. It's a terrific game that shows what a terrific gaming machine the VIC-20 Computer can be with the right software to drive it, and *Bug Blaster* is a "blast" on the VIC!

CAR CHASE

Commodore
VIC-20
Medium/Memory Requirements:
5K — Cassette
Category: Maze
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $59.95 (as part of the 6-pack)
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

This game features a maze-like track arranged in four concentric rectangles. Points are scored by passing a blue car over the dots in each lane. However, a white car, moving in the opposite direction, is determined to force a collision.

Three crashes and the game is over. Hold out for two rounds and the white car begins to change some of the dots to bonus diamonds — but the player has to be quick to drive the blue car over the gems, since whitey will pick them up the next time he rolls by.

CASINO-STYLE BLACKJACK

Commodore
VIC-20
Medium/Memory Requirements:
5K — Cassette
Category: Gambling
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $59.95 (as part of the 6-pack)
Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

This video version of the traditional casino works like the original — the player tries to make his card point total closer to 21 than that of the dealer, without going over that figure. After seeing the first two cards, the gamer can be hit (get another card), stay (keep the cards drawn), double (get one more card and double the bet), split (split the two cards, if they're of identical rank, into two hands), or give up (immediately lose half the bet). The opening stake is $1,000, and the player can bet as he chooses.

One interesting touch is that the computer uses the name(s) of the player(s).

CHOPLIFTER

Creative Software
VIC-20 Computers
Medium/Memory Requirements:
5K — Cartridge
Category: Combat/Task Completion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

You are the squadron leader of a three-helicopter fleet whose mission it is to rescue the 64 American hostages held behind enemy lines. The play-action is controlled via the joystick and firebutton, with the latter determining direction of the chopper's flight, releasing of bombs or using the gunship's machine guns, depending on how long the button is depressed.

During the mission you'll encounter enemy tanks, swooping jets and heat-seeking smart bombs, all of which either must be avoided or destroyed using the copter's armaments. Since the ship can only hold sixteen passengers at a time, four sorties (minimum) will be required to safely evacuate all the hostages.

COMPUTER WARS

Thorn/EMI
VIC-20 Computers
Medium/Memory Requirements:
5K — Cartridge
Category: Combat/Task Completion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $19.95
Audio Rating: Poor
Graphics Rating: Fair
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 4

The scenario is loosely based on the hit movie *War Games*, in which a home hacker inadvertantly enters the computer at NORAD (North American Defense) and triggers a nuclear war simulation — only problem is that the computer doesn't know that it's only a simulation.

The Russkies, picking up our missiles on radar, retaliate by launching their own aimed at our missile silos. The gamer's task is to track and destroy the Russian missiles before they blow up our silos.

An added dimension of the game is trying to match the patterns of the Big Board with those of the little board by toggling the joystick to crack the secret code to stop the aggression simulation.

CONCENTRATION

HES (Human Engineered Software)
VIC-20
Medium/Memory Requirements:
5K —Cassette
Category: Strategy
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $15.95
Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Very Good
Solitaire Rating: Fair
Head-to-Head Rating: Very Good
Overall Rating: 7

Closely resembling the old television game show of the same name, *Concentration* utilizes a joystick and provides the player(s) with a match-board of 48 rectangles. The objective of the game is to match the symbol under one rectagnel with its twin located somewhere else on the board. To reveal the symbol, the player hits the fire button, and movement is also achieved via the joystick. A correct match credits the player who accomplished it, and gives him/her an extra turn. Two-player action requires passing the joystick back and forth according to whose turn it is.

The initual game after booting is always the same play-board, but subsequent games change the symbol locations, making it incredibly difficult to memorize all the match locations of each board. HES provides instructions at the beginning of the first game, but they are bypassed for succeeding games during the same play session. The game is a great test of memory, though it's a bit boring when playing solitaire.

THE COUNT

Commodore
VIC-20
Medium/Memory Requirements:
5K — Cartridge
Category: Adventure
Controller Type: Keyboard
Number of Players: 1
Suggested Retail Price: $39.95
Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

One of the Scott Adams *Adventure* Games for the VIC-20, this one starts out with the player awakening in a large brass bed one late afternoon. The text adventure takes place in a Transylvanian castle, with hallway, bedroom, bathroom and kitchen all appropriately furnished. The player can also venture outside the castle. The object is to find and destroy the vampire; failure is a fate likely to turn anyone pale.

THE CRICKETT

VIC-20
Nufekop
Medium/Memory Requirements:
5K — Cassette
Category: Timed Obstacle Maze
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $24.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Very Good
Solitaire Rating: Very Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

As in *Frogger,* the objective is to get Cherp the Crickett across the highway, over ther stone wall (often patrolled by a hungry frog), and across the river by jumping on logs, leaves, turtles and other assorted debris. Timing is the main secret in achieving high scores, as well as maintaining a calm and cool head.

Bonus time is awarded for completion of the first crossing under the time limit, and additional crickets are supplied to continue the game and keep racking up points until you lose one. Although nowhere near what you would call state-of-the-art as far as VIC-20 games go, it is an interesting and challenging game that can easily keep you going for hours with the old "just one more time" attitude you'll soon adopt after a few rounds.

CROSSFIRE

Sierra On-Line
VIC-20 Computers
Medium/Memory Requirements:
5K — Cartridge
Category: Target/Shoot-out/Evasion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

In the opening round the gamer is given 30 rounds of ammunition to kill a marauding bunch of aliens descending and firing from the top of the grid-like playscreen. In each succeeding round, the gamer starts with five *less* rounds of ammo, but the same number of alien attackers!

The player soon finds out that killing these invaders is another story, since the first three shots on any one target merely promote a metamorphosis instead of death: the fourth shot finally delivers the *coup de grace*. The conniving aliens also use many diversionary tactics such as ducking in and out of a barracade to entice the gamer to waste those precious shots.

This is a timeless rendition of a shoot'em-up classic that calls for cool reflexes and calm nerves.

3-D MAN

VIC-20
Nufekop
Medium/Memory Requirements:
8K — Cassette
Category: Maze-Chase
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $19.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

This is more-or-less a version of *Pac-Man* but from *his* point of view. A radar screen-inset displays your position, the position of the dots, and that of the monsters within the maze. The objectives of the game are to eat all the dots in the maze and not get eaten by the monsters.

Although somewhat confusing and disorientating at first, the gamer will quickly develop the necessary skills within a few games and then really start to cook. A joystick is an absolute must for this game, and by watching the radar screen, you can devour the dots and avoid the monsters — most of the time! When an encounter with a monster is imminent, quick reversal of directions via the stick will get you out of trouble temporarily. Although it's a good game, the extra 3K of RAM required to play leads you to expect more than the game provides.

DAM BOMBER

HES (Human Engineered Software)
VIC-20
Medium/Memory Requirements:
5K — Cassette
Category: Target
Controller Type: Keyboard/Joystick
Number of Players: 1
Suggested Retail Price: $15.95
Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 5

Your joystick controls your jet in *Dam Bomber*, and you have a total of four planes to bomb the dam. But be careful, there's a cannon on top of the dam firing away at your plane. The gamer can swoop down or soar upwards to evade the cannon blasts, and bombs are launched from the jet via the fire button. Hits on the dam will increment the score 10 points, but only if the bomb takes out two bricks. Whenever the dam is completely bombed, a new playscreen appears, and the process will begin all over. Timing and maneuvering are the secrets to achieving high scores in *Dam Bomber*, and it's a good game for the younger arcaders, since the "hot shots" might not find enough challenge here to hold their interest.

DEFENDER ON TRI
VIC-20
Nufekop
Medium/Memory Requirements:
8K — Cassette
Category: Timed Obstacle Maze
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $19.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 8

The objective of *Defender on Tri* is to fly your spaceship through an alien complex full of booby traps, blockades and obstacles, rescue the "scientist", pick up as much alien treasure as you can and return to the base to drop off the scientist and plunder, then dock you ship in its pod. The full-term game goes through four playfields, each different, while making stops along the way to refuel. At the start of the game, the clock starts at 2000 and continues to count down while the gamer goes through the rigorous four-maze complex on his mission. Collision with any object in the maze other than the scientist or treasures results in the destruction of your ship, and thus terminates the game. The game can be played with either keyboard or joystick, but the keyboard makes it almost impossible to achieve high scores. The joystick's the way to go, since you'll find negotiating the complex mazes much more efficient. The stick's fire button activates your deflector shields, which will protect you against collision explosions, as long as your fuel holds out. Each activation of the shields uses 50 fuel units, and the maximum supply you can carry at any one time is 999 units. There are, however, ample refueling depots in each of the four mazes.

If the gamer successfully completes his mission through the four mazes, the game restarts, but this time the clock is moving faster and the obstacles retract for shorter periods of time, thus increasing the difficulty of play each time through. Terrific sound effects, excellent graphics, increasing challenge levels as skill increases, and great documentation make this one a must for VIC-20 owners with an extra 3K expander.

DRAW POKER
Commodore
VIC-20
Medium/Memory Requirements:
5K — Cartridge
Category: Gambling
Controlle Type: Joystick/Keyboard
Number of Players: 1
Suggested Retail Price: $29.95
Audio Rating: Fair
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

In this version of the card game, the player can bet up to nine coins on five cards drawn. The keyboard is used to hold or discard, or to double. An attractive, but overlong introduction leads into yet another intro. A chart of the odds on various hands then tops the cards on the actual playfield. The five cards are turned over one by one, and the player indicates whether each card should be held or discarded.

ESCAPE
VIC-20
Nufekop
Medium/Memory Requirements:
5K — Cassette
Category: Maze
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $19.95
Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

In *Escape*, the VIC-20 generates a maze consisting of myriad doorways and corridors, and places you somewhere inside (your position is indicated by a Y in the maze). This overhead view of the maze only stays on the screen for a short time before it changes to a ground-level view. The objective, of course, is to find your way out. The major drawback of the game is that you must use the keyboard instead of a joystick or a directional box, which would greatly enhance the play-action. To refresh the gamer's memory as to where he is in the maze, hitting the C (for cheat) key, will bring up the overhead view for a few seconds. Directional control is accomplished with the N for north, S for south, E for east and W for west keys. The game ends when escape is affected through the exit doorways. Depressing the space bar begins a new game. The randomly-generated maze and initial player's starting position adds variety to the game, but keyboard play is somewhat cumbersome. Joystick would have raised overall rating to a 7 instead of a 6, but it's still a good maze game. The "cheat" feature is a blessing; without it, the gamer might wander around for days before finding the exit door!

EXTERMINATOR
VIC-20
Nufekop
Medium/Memory Requirements:
5K — Cassette
Category: Invasion/Shoot-Out
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $19.95
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Very Good
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Similar to *Centipede*, this game offers an endless barrage of marauding insects crawling down from the top of the screen towards the exterminator (at the bottom) while he fires away at them, as well as occasional falling targets. While all of this is going on, the gamer has to be wary of the green spider that comes across the bottom portion of the screen in search of a meal, and his favorite food is — you guessed it — the exterminator. The spider can be killed, but he takes a lot of dieing to snuff. The downward-advancing insects become carnivors if allowed to reach the bottom row, so watch out!

After successfully trashing all the bugs, the screen colors change before the next wave of attack begins, and this really adds to the confusion until you adjust to the new coloration. Player is allowed three exterminators before a game is over. Difficulty increases as existing cover is shot away, thus making insects' descent more rapid. Constant display of high score per session, novel "Row, Row, Row Your Boat" musical intro, and fast-fire action make this one well worth having!

GALACTIC BLITZ
Tronix
VIC-20 Computers
Medium/Memory Requirements:
5K — Cassette
Category: Scrolling Shoot-out/Invasion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $24.95

Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

The gamer is represented by a little guy at the bottom of the screen who has unlimited horizontal movement and limited vertical movement. His movements are controlled through the joystick, and depressing the action button lets this little guy fire his laser pistol at the scrolling stream of targets emerging from the top and/or sides of the screen.

The targets more-or-less follow repetitive patterns, and while they're sauntering about they randomly release bombs which are fatal to our on-screen hero. Successfully clearing a playfield of alien invaders moves the gamer onto the next screen of play with increased difficulty and patterns that offer less option for evading or firing.

GORF
Commodore
VIC-20
Medium/Memory Requirements:
5K — Cartridge
Category: Invasion
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $39.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The Commodore version of the Midway arcade game takes the player through four waves of attack. *Astro Battles* is related to *Space Invaders*, with three levels of attackers worth 60, 80 and 100 points, respectively, 200 points available for hitting two types of saucers and 250 for destroying the Gorf.

Get past that, and the Laser Attack begins. Two groups of attackers are after you, each spearheaded by a laser ship. Three attack ships and a Gorf round out each force — these can destroy you by crashing into your fighter, but only the laser ship fires from a distance. All of the attackers keep coming until you wipe them out.

Kill them off, and Space Warp begins. The space warp fighters come out in a spiral formation, launching homing torpedoes from a central site. A Gorf also gets into the act. All these attackers are worth 100 points.

The final battle wave is against the flagship. It sends out saucers worth 200 points, and is protected by a force field the player must blast away, bit by bit. Hitting the flagship, worth 50 points, creates a chunk of debris that can wipe out a fighter, or be shot down for 100 points. The flagship can only be destroyed by exploding the power reactor.

GRIDRUNNER
HES (Human Engineered Software)
VIC-20
Medium/Memory Requirements:
5K — Cartridge
Category: Invasion/Scrolling Shoot-out
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $39.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 8

"The Grid" is Earth's orbiting solar power station, and the gamer has to protect it from the enemy Droids, a species of space maggot. To accomplish this, a combat ship, the "Gridrunner", is placed at the gamer's disposal, as well as four spare ships, which are controlled through the joystick. The objective is to eliminate the Droids as they accumulate on the Grid, where they multiply and attack the Gridrunner, and eventually, the Earth. A successful mission (clearing the Grid of all Droids) is rewarded with an extra ship, and the play level increases to the next hardest increment. High score per session is constantly displayed.

Gridrunner is a truly outstanding cartridge; absolute arcade quality all the way through. Sound, sight, action and challenge are all top notch, and the documentation is superb. Bravo, HES!

IN THE CHIPS
Creative Software
VIC-20 Computers
Medium/Memory Requirements:
5K — Cartridge
Category: Educational
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $19.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

The gamer is put in the position of owning a business in Silicon Valley in this educational offering from Creative. Executive responsibilities include research and developing, producing and ultimately selling software for the computer market. Factors that must be considered such as how "hot" each product will be in the market place, cost of production and cost of advertising all affect how successful the business will be.

Just as in real life, your competition (human or computer) may decide to low-ball the prices and wipe you out with a warehouse full of high-cost merchandise.

This entertaining program gives a basic and highly understandable course in how Big Business operates in America, and provides lots of fun to boot!

JUPITER LANDING
Commodore
VIC-20
Medium/Memory Requirements:
5K — Cartridge
Category: Target
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The player tries to repeatedly land his spaceship on one of three landing sites of varying difficulty before running out of fuel. The keyboard guides the vessel to the right or left, and produces three levels of thrust to control the landing — but be careful, too much thrust can send your craft out of the sky.

As the vessel approaches the landing site, the screen shifts to a close-up view. The softer the landing, the more points earned — a meter-per-second gauge tells you how you're doing. Too hard a landing, and even if its successful, your spaceship will be destroyed.

KRAZY KONG
VIC-20
Nufekop
Medium/Memory Requirements:
5K — Cassette
Category: Climbing
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $19.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Once again, we have the old "big monkey gone bonkers" scenario: three lovelies stashed away at the top of the stairs and a hero attempting the rescue while the gorilla goes ape throwing barrels down the stairs. (Rumor has it that this ape is really "Bonzo", now fully grown and not quite right in the head since his show-biz career fizzled when Ronald Reagan went into politics!)

The game can be played from the keyboard, but better scores result from using a joystick or directional box. The object, as usual, is to get the hero up the stairs by jumping the barrels to rescue the three ladies, one at a time. Four options are offered: 1) fewer barrels and longer jumps; 2) fewer barrels and shorter jumps; 3) more barrels and longer jumps; 4) more barrels and shorter jumps. The levels are selected using the VIC's f1, f3, f5 or f7 keys, respectively. Each succeeding staircase is tougher after a successful rescue.

Game ends when hero gets a keg in the head, he's out of energy, jumps onto Bonzo (bad thing to do with any ape), hits a wall, or rescues all three ladies. If the gamer wants a replay, hit the space bar quickly at the game's end or listen to the carnival music played at the beginning. The music's a novel idea, adds a bit to the atmosphere of the game, but really gets to be a pain in the ear after a few times. The option to bypass the music on a replay is a great idea. Excuse the pun, but the game is a barrel of fun on all four play levels.

LASER BLITZ
HES (Human Engineered Software)
VIC-20
Medium/Memory Requirements:
5K — Cassette
Category: Target
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $17.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 5

The gamer is the pilot of a UFO that has to blast away the enemy fighters sauntering across the bottom of the screen. Either keyboard or joystick may be used, and either works well. The enemy fighters will detect and blast your UFO if you don't keep moving, and three hits by the enemy constitute a game. Every shot the UFO takes drains its energy supply, and makes it lose altitude. The laser will also heat up and be inoperative for a number of seconds, leaving the gamer defenseless and vulnerable during this period. If the gamer lets the UFO drop too low, the enemy ships will cause radio interference with it, activating it's self-destruct mechanism. Coordination and time are crucial here, and a free UFO is awarded at 5,000 points. Graphics and animation are very good, but the sound could be better.

MAZE OF MIKOR
HES (Human Engineered Software)
VIC-20
Medium/Memory Requirements:
5K — Cassette
Category: Maze/Adventure
Controller Type: Joystick/Keyoard
Number of Players: 1
Suggested Retail Price: $17.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

The gamer is given three men, and their quest is for the gold of Mikor, the warlock. Directional control is achieved through the joystick, as is firing the rifle your hero is carrying. There are demons in the maze, and although they're not very bright, they can and will kill your hero. The objective is to scaff up the gold, zap the demons, and go on to the next quest. Experience is measured by the amount of gold confiscated and the number of demons killed. Losing all three of your adventurers terminates the game.

Along the way, the gamer may find such goodies as extra dynamite (detonated by hitting the "D" key on the keyboard) which comes in short-and long-fuse varieties, magic rings, potions, energy packs for you and your rifle, and even extra lives for the adventurers. The demons have a few tricks up their sleeves, also, such as laying blockades (invisible, sometimes), which you must blast away to pass through. The gold is represented by yellow dots, and the player must never blast the gold or be condemned by the warlock's curse to eternity in the maze!

MOLE ATTACK
Commodore
VIC-20
Medium/Memory Requirements:
5K — Cartridge
Category: Target
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Nine nasty little moles — three rows, each three deep — keep popping up out of their burrows. The player has just sixty seconds to bop as many as possible with his trusty hammer. The lower the mole is when the player strikes, the more points you score. But bopping as soon as you glimpse something moving from the burrow can be a real mistake — if it's the mole's buns, which bear a striking resemblance to his head, you'll lose points — the further down the mole, the more points deducted.

Either the joystick or the keyboard can be used to bop the creatures, which constantly change color and appear more quickly as time runs out. Scoring 150 points earns extra time.

MUTANT HERD
Thorn/EMI
VIC-20 Computers
Medium/Memory Requirements:
5K — Cartridge
Category: Evasion/Shoot-out/Task-Completion
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $39.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The gamer's task is to keep the offending bacteria off the center square of the playfield, and this is done by utilizing the joystick to control "sweepers" that will brush the offending cruddies away. Once all of the bacteria have been wiped away, the playfield switches to an underground tunnel complex, where a giant wasp has laid her eggs on the bottom-most portion of the tunnel. The gamer has to descend the levels by ladder and plant an explosive charge in her nest, all the time avoiding the tumbling rocks that cascade from all directions. The gamer then has to ascend the same ladders to get to the plunger box to detonate the charge. But mama wasp has her own ideas, and she quite frequently moves the TNT away from her unhatched babies. When this happens, the player must once again descend and replant the charge — while a timer ticks down the remaining allotment of seconds!

OMEGA RACE
Commodore
VIC-20
Medium/Memory Requirements:
5K — Cartridge
Category: Combat
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $39.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

In this home version of Midway's arcade game, the player's warrior must evade and destroy three kinds of enemy ships — droid, worth 1,000 points, command, worth 1,500 and death, worth 2,500 — and two types of mines — photons, worth 350 points and vapor, worth 500.

The ship is propelled by rocket thrust, and rotated clockwise or counterclockwise for aiming. The ship will bounce off the rectangular forcefield protecting the planet below as well as the edges of the screen. Killing off the entire force earns 5,000 bonus points and starts a new screen.

The game can be played with the keyboard, joystick or paddles and the player has eight color choices for both the background and the ships and mines. There's also an option of three or five warrior ships.

PAK BOMBER
HES (Human Engineered Software)
VIC-20
Medium/Memory Requirements:
5K — Cassette
Category: Catch
Controller Type: Keyboard/Joystick
Number of Players: 1
Suggested Retail Price: $15.95
Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

Once again, we have the old "catch-the-bomb-in-the-basket trick". The gamer is given three baskets in which he is supposed to catch the bombs released at the top of the screen. Either a joystick or the keyboard may be used for playing, but the keyboard works best, since most joysticks aren't "tight" enough, and the gamer must use the VIC's "f1" key to start the next round. Instructions are given at the end of the initial game load and are bypassed on subsequent plays per session.

There is an error somewhere in the game's program that doesn't affect play action, but it *is* annoying; at game's end, high score and your score for the last game are both displayed. Unfortunately, they both always reflect the score of the game just completed, rather than the high score per session, so if you're into keeping track of your high score, you'll have to resort to a pencil and paper. Aside from this flaw, *Pak Bomber* is a good game that requires good hand-eye coordination and a sense of timing. The option to play again or terminate the program is given at the game's end, along with a taunt to quitters. To restart after quitting (if the on-screen taunt gets to you), simply type in "cont" and a return.

PIPES
Creative Software
VIC-20 Computers
Medium/Memory Requirements:
5K — Cartridge
Category: Educational
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 5

Arlo the plumber is the player's on-screen surrogate, and he's controlled via the joystick. Arlo's task is to construct a pipeline from the water supply tank to every house in the neighborhood. There are varying quantities of types of pipes available, so the gamer must ensure wise selection for the most practical plumbing route. Once connected, turning on the valve starts the water flowing, and any leaks that spring up must be fixed by the gamer.

There are five difficulty levels available, with more strategy and planning needed at the higher levels. Since the gamer only has limited financial resources, an economic sense is taught along with logical thinking in this entertaining game for young computerists.

RADAR RATRACE
Commodore
VIC-20
Medium/Memory Requirements:
5K — Cartridge
Category: Maze
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

A fanfare of "Three Blind Mice" introduces the player's blue rat, which must race through a maze to devour 10 pieces of cheese before time runs out. The maze is always the same, but the cheese bits shift location with each game.

The blue rat is pursued by three red rats, while also avoiding black cats who won't bother to chase him but will eat him if he runs into them. The player has a couple of advantages, though: a radar screen, showing the entire maze and the whereabouts of the cheese bits and the rats; and the ability to produce "magic stars" which confuse his followers.

The first cheese eaten is worth 100 points; the value of each additional one increases by 100, and some are worth double. At 20,000 points, the player earns an extra rat. If time runs out before all 10 cheeses are eaten — eek! You're doomed.

RAID ON ISRAM
HES
VIC-20 Computers
Medium/Memory Requirements:
5K — Cassette
Category: Target/Flying
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $20.00
Audio Rating: Poor
Graphics Rating: Fair
Play-Action Rating: Poor
Solitaire Rating: Poor
Head-to-Head Rating: Not Applicable
Overall Rating: 4

This fairly-primitive program for the unexpanded VIC consists mainly of flying your jet over the scrolling landscape of Isram, leaving a wake of destruction from your bombs underneath you.

Play-action is achieved through the joystick, while bomb-release is achieved through the action button.

RIVER RESCUE
Thorn-EMI Video
VIC-20
Medium/Memory Requirements:
5K — Cartridge
Category: Scrolling Shoot-out
Controller Type: Joystick/Keyboard
Number of Players: 1-2
Suggested Retail Price: $39.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

The player has to guide his boat upriver, dodging or shooting objects floating in the water, in order to rescue three lost explorers. When the boat nears each adventurer, it picks up his weak SOS. The vessel must safely dock at a jetty to take each one aboard.

The river narrows and widens as it meanders, and the player must also avoid hitting the banks. The joystick or keyboard can be used to control direction and speed — the faster you go, the higher your score. Normal games give the player three boats, extended games, six. If your ship is destroyed after picking up an explorer, he remains on board until the game ends. On a normal game, 7,000 points earns an extra boat.

The player earns points for speed, shooting obstacles — 30 for crocodiles and anacondas, 50 for dugout canoes — and saving explorers (500 each). After saving all the explorers, the boat must continue to a final jetty, where a safe docking scores 1,500 bonus points.

ROAD RACE
Commodore
VIC-20
Medium/Memory Requirements:
5K — Cartridge
Category: Driving
Controller Type: Joystick/Keyboard
Number of Players: 1
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Fair
Play-Action Rating: Fair
Solitaire Rating: Fair

Head-to-Head Rating: Not Applicable
Overall Rating: 5

In this night-time driving game, the player must travel as far as possible before running out of fuel. Looking out over the dashboard, where indicators show speed, fuel, motor heat and distance travelled, the player guides the front end of the car between traditional block-shaped road markers. At the top of the screen, time counts down from the 100-second limit, and the best time for the current series of games is recorded.

The player earns extra driving time for going 6 KM or more. The player must start the car, steer, accelerate, and, most interesting, shift gears, all using the keyboard. The dangers are crashing into the road markers and overheating the engine.

ROBOT PANIC

HES (Human Engineered Software)
VIC-20
Medium/Memory Requirements:
5K — Cartridge
Category: Invasion/Scrolling Shoot-out
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $39.95
Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Through the joystick, the gamer controls a drone robot used to battle swarms of Grydlocks. The Grydlocks each have different characteristics, and these must be mastered to achieve high scores in *Robot Panic*. Different point values are assigned to each variety of Grydlock, and each has its own attack pattern and wave formation. There are nine waves of assorted Grydlocks per level, and 20 levels of play. The gamer is supplied with a laser cannon and a limited supply of impenetrable shields. The shields can only be activated by depressing the spacebar on the keyboard, and they use a tremendous amount of energy while only affording about four seconds of protection. The game can also be played through the keyboard, and this may be the better way to go if you use the shields alot, since this is *too* hairy a game to be played with both joystick and spacebar simultaneously.

Robot Panic is a heavy-duty game that offers great graphics and sound, excellent play-action and a continuing challenge. The documentation, as usual for HES, is truly superb and explains the game's objectives, characteristics of the various Grydlocks and their point values, and many helpful strategy suggestions. *Robot Panic* is a welcome addition to any VIC-20 library!

SARGON II CHESS

Commodore
VIC-20
Medium/Memory Requirements:
5K — Cartridge
Category: Classic Strategy
Controller Type: Joystick/Keyboard
Number of Players: 1
Suggested Retail Price: $39.95
Audio Rating: Fair
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Commodore's version of the *Sargon II* chess program offers seven levels of play, from 0, where the computer responds immediately, to 6, where it averages four hours. The last five moves are recorded in the move window, and the screen tells you when the machine is "thinking" which moves it is considering, and how many moves it's looking ahead.

Need help? On all levels except 0, Sargon will suggest a usable move. Player can use either the keyboard, along with standard algebraic chess notation, or the joystick. There's a choice of more than 50 color combinations for the board. Sargon bleeps to tell the player it has finished thinking and is moving, and also bleeps if the player makes an illegal move. The player can choose to be either black or white, and has the option to set up the board to practice strategies.

SKIER

HES (Human Engineered Software)
VIC-20
Medium/Memory Requirements:
5K — Cassette
Category: Sports
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $17.95
Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

Three play levels are offered in *Skier*: 1-Novice, 2-Pro, and 3-Expert. A joystick is required, and the length of the course varies with the play-level selected. The gamer is given three men, and has to avoid moguls, ice patches and trees to complete the downhill course. A 500-point bonus is awarded for successful completion of the entire course, with points being awarded for every flag hit or knocked down.

Instructions are included on the cassette itself, so gamers won't have to worry about losing them. The program gives you a choice of displaying instructions or bypassing them when you've become familiar with the game. A novel feature is the ambulance which comes out onto the ski course to pick up an injured skier when he hits a tree. Level 1 is great for beginners and children, 2 for the more advanced gamer, and 3 for the "expert" skiers out there with a VIC-20 and joystick.

SLITHER & SUPER SLITHER

Commodore
VIC-20
Medium/Memory Requirements:
5K — Cassette
Category: Miscellaneous
Controller Type: Joystick/Keyboard
Number of Players: 1
Suggested Retail Price: $59.95 (as part of the 6-pack)
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 5

Player has one minute to capture points by steering a "worm" into boxes that appear and disappear on the screen. Each box has its point value marked in the center, and either keyboard or joysticks can be used.

In *Slither*, the boxes appear one at a time, and the worm gets an additional segment for its tail each time it hits a box. *Super Slither* differs in that up to three boxes can appear at any time, and the worm's tail grows another segment for each point scored.

The game ends if the worm hits the edge of the board or runs into itself.

SNAKMAN

VIC-20
Microdigital
Medium/Memory Requirements:
5K — Cassette
Category: Maze-Chase
Controller Type: Joystick/Keyboard
Number of Players: 1
Suggested Retail Price: $19.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Snakman is Microdigital's answer to *Pac-Man*. Although the game can be played either by keyboard or joystick, the latter is preferred. The objective is to accumulate the maximum number of points by capturing all of the green tokens, each worth 10 points, and each of the four red tokens at 50 points apiece. Once a red token has been captured, the four colored gremlins turn white and are vulnerable to capture during this period, which lasts for approximately six seconds. A beep indicates the end of their vulnerability after five seconds to warn the gamer that the Snakman will once again become the hunted rather than the hunter. During the gremlins' vulnerability period, point value increases for each captured. An area in the center of the maze called the "jail" is where the new gremlins emerge from, each time one is captured. By playing it close to the "jail", the gamer has the best opportunity to make the most captures and really rack up points.

Special bonus tokens appear in a horseshoe section at the top of the maze, and their varying values appear on the bottom left of the screen under the maze. The number of remaining spare Snakmen is shown in a box within the game playfield. Once all of the green and red tokens are captured, a renewed playfield appears, and the gamer gets to do it all again *ad infinitum* until he loses all of his spare Snakmen through capture by the gremlins. Highest score per gaming session is always displayed on the screen and a new game is initiated by either hitting the "f1" key on the VIC or the "fire button" on the joystick.

The sound and graphics are as close to true arcade-quality as you'll get on a conventional color TV, and if you're using a direct color video monitor, it's like having the "real thing", without having to drop quarters into beat your previous high score. The documentation supplied with the cassette is also superb, and *Snakman* should be a permanent edition of every VIC-20 gamer's library because of its perennial appeal.

SUBMARINE COMMANDER
Thorn/EMI
VIC-20 Computers
Medium/Memory Requirements:
5K — Cartridge
Category: Task Completion/Combat
Number of Players: 1
Controller Type: Joystick/Keyboard
Suggested Retail Price: $19.95

Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

You're in command of a sub somewhere in the Mediterranean Sea, and your mission is to locate enemy convoys and destroy them, thereby cutting off fuel and munitions supplies to your adversaries.

Multiple playscreens, toggled by utilizing the keyboard, show the submarine's instrumentation, an aerial view of the Mediterranean with your relative position and that of the enemy convoys, a sonar screen, and a periscope view when engaging the enemy in battle.

SUPERSLOT
Commodore
VIC-20
Medium/Memory Requirements:
5K — Cartridge
Category: Gambling
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $29.95

Graphics/Sound Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

In this version of the slot machine game, the player is given 80 coins, of which he can bet up to five at a time, winning from two to 3,000 coins. Either the keyboard or the joystick can be used to bet and pull the lever, setting the game in motion, as well as to call up an explanation of the winning combinations.

Each of the three rows stop individually, and the machine plays an optimistic "We're in the Money" as the last row appears — regardless of the ultimate outcome. A cute touch is that as the lever is pulled, a small character on the right actually performs the same action.

SWORD OF FARGOAL
Epyx
VIC-20 Computers
Medium/Memory Requirements:
8K Expander — Cassette
Category: Adventure/Maze
Number of Players: 1
Controller Type: Joystick/Keyboard
Suggested Retail Price: $35.00

Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

The gamer must enter the dungeon in search of the Protectorate Sword, said to be somewhere between the fifteenth and twentieth levels, in order to restore the powers of good and light to the world. Along the way, all manner of nasties will be encountered, such as Wyverns, Gargoyles, Fyre Drakes, Assassins, Dark Warriors and many, many others.

Also scattered about the corridors of the dungeon are sacks of gold pieces, which must be offered at the temple found on each level in exchange for more experience points. Doing battle and vanguishing foes also increases the experience level of the player. Magic boxes, which have a 50/50 chance of containing a treasure or a trap, will also be encountered throughout the quest, and a variety of spells and magic items, such as healing potions or enchanted weapons, may be contained therein.

Upon locating the sword, the gamer must then find his way back up through the various dungeon levels while racing against a clock that alots only 2,000 seconds (about 33 minutes) to escape after first encountering the sword. But beware! Every dog and his brother will be after you once you have the sword, and will endeavor to steal it away from you. Should this happen, you have to journey back down to the original level you found the sword on, reclaim it and again start your trek back up to the dungeon entrance at level 1. The clock, however, doesn't reset, so you'll have to be quick about it!

SYNTHESOUND
HES (Human Engineered Software)
VIC-20
Medium/Memory Requirements:
5K — Cartridge
Category: Sound/Music
Controller Type: Keyboard
Number of Players: 1
Suggested Retail Price: $59.95

Audio Rating: Outstanding
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Synthesound is not a game at all. It is a music synthesizer cartridge that will turn your 5K VIC-20 into a full-blown music synthesis and sound-effects machine. It features 12 controls, a two-octave fast-attack keyboard, three voices, a four-1/2-octave range, high-res display of the control settings and keyboard fingering, a four-voice sequencer for repeating melodies, sound effects or drum beats, and a load of other features.

Even though it's not a game cartridge, the gamer will have hours of fun playing with it. The excellent documentation manual supplied with it is extremely "user-friendly" and takes the player through all of *Synthesound's* features in plain English, with more technical jargon and operational explanations at the end. Best of all, you don't have to know anything about music or programming to create songs or effects. Virtually any sound in the world can be synthesized with this cartridge and your VIC, and it opens up a whole new game world.

TANK TRAP
HES (Human Engineered Software)
VIC-20
Medium/Memory Requirements:
5K — Cassette
Category: Strategy
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $17.95

Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Tank Trap has four play levels and utilizes a joystick. The game's objective is to trap a tank by laying down pylon blockades, which are controlled by the fire button. Level 1 pits the gamer against the tank solely, Level 2 introduces civilians which must be protected in addition to trapping the tank, Levels 3 & 4 have civilians and "weak" pylon blockades which may or may not stop the tank. Also, Level 4 has no border on the playfield.

The game is amusing, challenging and frustrating all at the same time, since civilian placement and tank movement is randomly generated by the computer. The deflection of the tank off a blockade is unpredictable, and often results in the gamer being run-over by it, thus terminating the game. Comments on your playing ability are given, and are very amusing. Sound effects are really good, also, and start of a new game and play-level is fast and efficient.

Tank Trap is a fun game for the whole family, and will provide many hours of challenging and fun play-action for VIC-20 owners.

TANK WARS
HES (Human Engineered Software)
VIC-20
Medium/Memory Requirements:
5K — Cassette
Category: Target
Controller Type: Joystick/Keyboard
Number of Players: 1
Suggested Retail Price: $17.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 5

In *Tank Wars*, the gamer is the driver of the white tank, while the computer drives the enemy black tank. There are obstacles on the playfield, such as trees, mines and lakes, and the objective is to blast the enemy tank before it blasts you. The enemy is very evasive, however, mimicking the moves of the player's tank. The VIC-20 displays the current scores of both the player's tank and that of the enemy computer. The game is over when five tanks of either side are blasted. Quitting the game is done by hitting the "Q" key or restarting a new game by hitting the "S" on the keyboard.

Tank Wars is a cute game, and not overly demanding of the player's skill.

VIC AVENGER
Commodore
VIC-20
Medium/Memory Requirements:
5K — Cartridge
Category: Invasion
Controller Type: Joystick/Keyboard
Number of Players: 1
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Just when you thought *Space Invaders* had been forgotten...

This version of the classic features aliens descending in rows of 10 across and five down, and offers four bunkers to hide behind. Hitting aliens in the top two rows scores 30 points, middle two rows, 20 points, bottom two, 10 points. Points vary for hitting the saucer.

The game tells you the current score, high score and how many cannons remain. Topping 1,500 points earns the player a fourth cannon. The aliens increase their speed as they descend, and the game can be played on keyboard or joystick.

VIC MUSIC COMPOSER
Thorn/EMI
VIC-20 Computers
Medium/Memory Requirements:
5K — Cartridge
Category: Music
Number of Players: 1
Controller Type: Joystick/Keyboard
Suggested Retail Price: $19.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This music program isn't a game at all, but rather a fairly-sophisticated music composition system for the standard VIC which will even allow you to store your compositions on tape or disk!

A total of three notes may be entered and played simultaneously on any of the three staves representing their respective "voices" within the program. Note selection, duration values, rests, placement on the staff, etc. are all controlled via the joystick in this easy-to-use, entertaining and creative program from Thorn/EMI.

IBM P.C.

DEADLINE
Infocom
IBM-PC
Medium/Memory Requirements:
48K — Disk
Category: Adventure
Number of Players: 1
Suggested Retail Price: $49.95
Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Not Applicable
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

Time is of the essence in more ways than one as the player takes the role of a police detective who must solve a murder at the mansion within a single day. Not only is there an obvious deadline (nightfall), but since the non-player characters act independently of (and simultaneously with) the player's activities, it is quite possible to arrive at the right place *after* something crucial has taken place there.

Although this is a text adventure, Infocom has included numerous player aids, such as actual physical evidence, that give the proceedings a substance and solidity that really helps the arcading detective get into the swing of things.

ENCHANTER
Infocom
IBM-PC Computer
Medium/Memory Requirements:
48K — Disk
Category: Adventure/Task Completion
Number of Players: 1 and up
Controller Type: Keyboard
Suggested Retail Price: $59.95
Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

This sword-and-sorcery quest casts the player as a novice sorcerer. Equipped with only four spells and a spell tome, the neophyte must venture forth into the stronghold of an evil wizard to discover and disarm the dark forces that lurk within.

"Treasures" found along the way are actually spell scrolls. The idea is to save and use each spell at the appropriate time.

This full-text adventure features no graphics or sound effects. The computer describes the action in prose, and the player inputs directions by typing full sentences on the keyboard. A hint booklet and map is available from Infocom.

INFIDEL
Infocom
IBM-PC Computer
Medium/Memory Requirements:
48K — Disk
Category: Adventure/Task Completion
Number of Players: 1 and up
Controller Type: Keyboard
Suggested Retail Price: $49.95
Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

After being left to die in the desert by a mutinous digging crew, the player must single-handedly survive the harsh trip further into the sands to investigate the rumor of a long-lost pyramid.

Armed with a partial heiroglyphics dictionary, (hopefully) a navigation box, and other equipment found along the way, the explorer's quest is to find and enter the pyramid, then unravel the puzzles that lead to priceless treasures.

The game is packaged with a vellum map, plus two humorously-written letters which explain the scenario. Hint booklets are available for novices.

OIL BARONS
Epyx
IBM-PC Computer
Medium/Memory Requirements:
48K — Disk
Category: Financial/Task Completion
Number of Players: 1-8
Controller Type: Keyboard
Suggested Retail Price: $53.00
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Fair
Head-to-Head Rating: Excellent
Overall Rating: 8

Seldom has a computer game gone to such lengths in terms of creative packaging. Included are a game board, a game disk, company markers, active well markers, dry hold markers, for-sale markers and oil derrick markers. All are needed to help keep track of what has been done and where. A piece of paper could do the job as well, but not so royally as with this method. We are talking oil and high rollers here. There are nine different versions of the game including a regular reality game and a quick version. Each game can be saved to disk for resumption later. Options available each turn include the auction, private land deals, surveying, drilling, royalty payments, financial statements, news events and special announcements.

PLANETFALL
Infocom
IBM-PC Computer
Medium/Memory Requirements:
48K — Disk
Category: Adventure/SF/
Task Completion
Number of Players: 1 and up
Controller Type: Keyboard
Suggested Retail Price: $59.00
Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

The player is cast in the role of an interplanetary space cadet who gets shipwrecked on an uncharted planet. The first order of the day is to find enough food and rest to survive the ordeal, then — with a little help from a hyper-sensitive, "cutesy" robot named Floyd — to save the planet from certain doom.

SUSPENDED
Infocom
IBM-PC Computer
Medium/Memory Requirements:
48K — Disk
Category: Adventure/SF/
Task Completion
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $59.00
Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Communicating telepathically from a state of suspended animation, the player directs the movements of six highly-specialized robots in an effort to find and repair a malfunctioning life-support system that threatens the population of the planet above.

The software comes packaged with a game board/map and markers for the robots. Each robot has its own unique capabilities and personality. The player types in full-sentence commands and is answered with a full-text response (no graphics or audio effects).

The object? To figure out the problems through hearing the robots' sometimes quirky viewpoints, then use the information to make the necessary repairs. To complicate matters, a seventh, definitely mischievous robot is also in the complex...somewhere.

ULTIMA II
Sierra On-Line
IBM-PC Computer
Medium/Memory Requirements:
48K — Disk
Category: Adventure
Number of Players: 1
Controller Type: Keyboard
Suggested Retail Price: $59.95
Audio Rating: Fair
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Before starting play, the gamer creates a unique character by allocating ability points among various attributes (strength, charisma, etc.), then selecting a race (human, dwarf, elf, etc.), gender, and character class. Clerics and wizards have access to spells, while fighters and thieves are adept with their weapons.

After the character is established, the player uses the keyboard to move across the terrain, encountering towns and villages, and trading for armor, weapons, and information about the evil sorceress Minax. As the character gains experience, his or her attributes increase accordingly.

Ultima II's scope is enormous, spanning five different time periods, air, sea, space and land. Designer Lord British has created a complete, well-rounded universe nicely packaged with a full-color cloth map and comprehensive documentation.

WARP FACTOR
Strategic Simulations
IBM PC
Medium/Memory Requirements:
64K — Disk
Category: Combat
Number of Players: 1-2
Suggested Retail Price: $39.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Excellent
Overall Rating: 8

This is the IBM Personal Computer edition of a space-war simulation that has previously proven so popular for SSI as an Apple II title. The would-be Napoleon of the future can battle either another human player or the computer in one of several different scenarios. These include such things as an attack against a star base and a chase with a Reman ship, capable of invisibility as the quarry.

ZORK I
Infocom
IBM-PC
Medium/Memory Requirements:
32K — Disk
Category: Adventure
Number of Players: 1
Suggested Retail Price: $39.95
Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Not Applicable
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Leibling and Blank have jointly created the annointed successor to the original *Adventure* program that once kept mainframe operators working late several nights a week. Among its advantages are the ability to issue multiple commands and communicate your instructions in complete sentences instead of using two-word shorthand.

This, the first part of an adventure game trilogy, introduces the hidden empire.

ZORK II
Infocom
IBM-PC
Medium/Memory Requirements:
32K — Disk
Category: Adventure
Number of Players: 1
Suggested Retail Price: $39.95
Audio Rating: Not Applicable
Graphics Rating: Not Applicable
Play-Action Rating: Not Applicable
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

The second disk of this three-part electronic epic brings the now seasoned (hopefully) adventurer into contention with the Wizard of Frobuzz. Let your imagination run riot as you enter your character's instructions using full sentences in this prose quest game.

ATARI 2600

ADVENTURE
Atari
Atari 2600
Category: Adventure/Task-Completion/Fantasy
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $31.95
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 5

As a gallant knight, you have been employed to return an enchanted chalice to a gold castle, encountering dragons, bats, bridges, keys, and other items along the way. Whether they be friend or foe will be determined throughout the course of play.

Adventure has three difficulty levels and there is no time limit or even a clock, for that matter — the quicker a quest is resolved, the less danger you'll be in! Once you've finally acquired that precious grail, head straight back to your point of origin, and be sure to watch out for Batty, who just loves to grab adventurers' prizes mere inches away from their homes!

AIRLOCK
Data Age
Atari 2600
Category: Climbing
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $25.00
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 4

Getting trapped aboard a sinking ship is bad, but getting caught inside a foundering submarine is an even more dire situation. Your goal in this somewhat unusual contest is to race along the corridors of the submarine, capture the key on each level that unlocks the airlock and then escape before time runs out. Creepy-crawlies roam the halls of the sub, and you must leap over them while keep moving toward your objective at a brisk pace or you're a good candidate to go down with your ship.

AIR-SEA BATTLE
Atari
Atari 2600
Category: Target/Combat
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $22.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Good
Overall Rating: 5

One of the earliest cartridges offered for the Atari VCS, *Air-Sea Battle* became an instant classic, possibly because it was the first game ever to depart from the well-known ball and paddle concept.

Air-Sea Battle's numerous play-variations allow gamers to fire anti-aircraft guns, launch torpedoes, pilot jets and steer battleships — all within a basic "shooting gallery" format.

The program employs a horizontally-striped playfield, executed in pleasant shades of blue, across which targets move like ducks lined up in a row.

The gamer's ability to steer missiles accounts for this one's enjoyable play-action.

ARMOR AMBUSH
Mattel M-Network
Atari 2600
Category: Combat
Number of Players: 2
Controller Type: Joystick
Suggested Retail Price: $29.86
Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Good
Overall Rating: 5

This cartridge might be called a cousin of the outstanding armor combat game Mattel has long offered for its Intellivision system. This is a two-player, head-to-head struggle fought on a computer-generated battlefield, that is randomly generated for each new round of play.

The visuals in *Armor Ambush* are very simple. For instance, buildings are generally rendered as simple blocks. The AFV's have a tendency to look bad in some movement positions, too. Nonetheless, the action has a high excitement quotient, and this is, after all, one of the few head-to-head contests produced for the 2600 system.

ASTEROIDS
Atari
Atari 2600
Category: Thrust-Propulsion/Target/SF
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $37.95
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 6

A realistic game in both concept and execution, *Asteroids* casts the gamer as the skipper of a spaceship. Besieged by meteors of various sizes, you must navigate your way through a deep space asteroid field and clear a sector of dangerous space debris. The craft can rotate a full 360 degrees and has a front-mounted laser cannon to chop up the moonlets.

By pushing the joystick forward, the arcader moves the ship in the direction in which its nose is pointing. For abrupt stops, just turn your ship around and apply thrust until forward momentum is negated.

The original *Asteroids* version uses a Quadrascan monitor that allows high-res images to be drawn anywhere on the screen. This permits the machine to vary the speed and direction of any oncoming space debris.

ASTRO BLAST
Mattel M-Network
Atari 2600
Category: SF/Target
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.86

Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Fair
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 3

Astro Blast is the 2600-compatible edition of the game Intellivisionaries know as "Astro Smash". It combines elements of an invasion game with aspects of both missile defense programs and rock-blasting contests. The player steers his cannon back and forth across the bottom of the screen, blasting away at falling meteors, incoming missiles and enemy spaceships. The gimmick is that any object that hits the ground before the gamer can disintegrate it, actually subtracts from the player's running point total.

ATARI VCS FOOTBALL

Atari
Atari 2600
Category: Sports
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $20.20

Audio Rating: Fair
Graphics Rating: Poor
Play-Action Rating: Poor
Solitaire Rating: Fair
Head-to-Head Rating: Fair
Overall Rating: 3

One obstacle that sabotages what would otherwise be a most innovative approach to reproducing football action within the limitations of the VCS' memory — is that old devil, screen flicker! Movement of the players can be awfully hard to track when the clunky electronic athletes are swarming all over the field.

The cartridge's unique feature is that the goal lines are at the top and bottom of the screen instead of at the sides as found in other football videogames. This allows a full field to be displayed, without it having to be as small as it would if oriented conventionally on the screen.

ATLANTIS

Imagic
Atari 2600
Category: SF/Target/Combat
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $29.95

Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 6

This cartridge won a Certificate of Merit Award last year in the "Videogame of the Year" category, and it won't take most players more than a couple of rounds to understand why this city defense game has proven so popular. As the person in charge of repelling the airborne attack against the undersea metropolis, you command three weapons batteries, located at the center and side edges of the display. The attackers whiz across the screen, firing at your positions .

The main fun in this program is that you've got three firing positions from which to choose. The central gun shoots straight up, while the other two fire at 45-degree angles toward the center of the screen. Knowing which weapon to activate, accomplished by moving the joystick shaft in the desired direction while pushing the action button, often spells the difference between victory and defeat.

BARNSTORMING

Activision
Atari 2600
Category: Steering/Flying/Avoidance
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $33.95

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 4

The romantic days of biplanes and air show-stunt fliers is the inspiration for this airborne steering contest. The arcader is the pilot of a light plane which must fly over the windmills, through the open doors of the barns and avoid collisions with the flocks of geese with which your mechanical marvel shares the sky. Although the play-action is rather simple, excellent graphics and a thoroughly superior programming job by Steve Cartwright turns this into a solid cartridge that may pack especially strong appeal for younger home arcaders.

BASKETBALL

Atari
Atari 2600
Category: Sports
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $17.70

Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Fair
Head-to-Head Rating: Good
Overall Rating: 4

Alan Miller conceived the idea for the first trapezoidal game playfield for *Basketball*, a strictly one-on-one action contest. Hitting the "game reset" switch causes the ball to be tossed into the air between the two opponents. The first one to reach the ball after the opening tap, can use the joystick to dribble into position for a good shot.

Atari's *Basketball* is also one of the few sports games that can be played solo. The computer-directed team's defense varies according to the closeness of the score. If the human-coached side trails, the computerized opponent roams the court aimlessly. But if the arcader's team ties or takes the lead, the computer-directed guard will begin battling the ball-handler every step of the way to the hoop.

BATTLEZONE

Atari
Atari 2600
Category: Translation/Shoot-out
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $10.50

Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

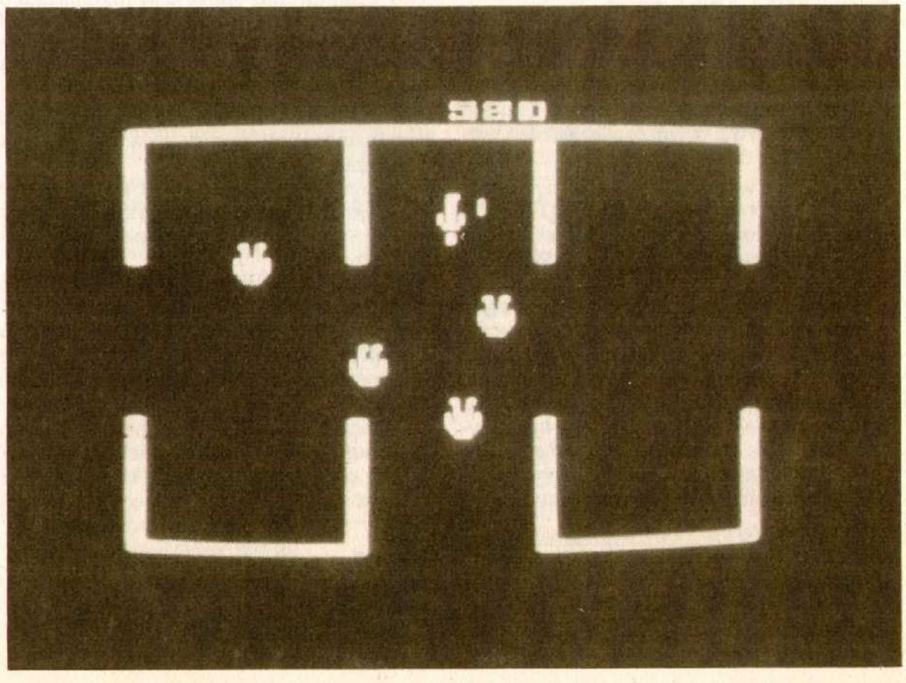
Using the radarscope to locate enemies, the player's mission is to search out and destroy everything in the area. There are several different types of enemies: defenseless saucers, enemy tanks, and zig-zagging guided missiles.

Unlike other games of this genre, there are no obstacles, such as pillars, to hide your tank behind or steer around.

BERZERK

Atari
Atari 2600
Category: Maze Shoot-out/SF
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $31.95

Audio Rating: Good
Graphics Rating: Excellent



Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 6

Atari has produced a highly enjoyable version of *Berzerk* that packs all the spine-tingling action found in the Stern coin-op original. As in the arcade *Berzerk*, the player has a series of three on-screen representatives, available one at a time as the previous one is eliminated. A variable number of computer-controlled robots inhabit each room, constantly on the move — after the hero.

Berzerk is a relatively simple game, with a minimal number of elements to consider. Surprisingly, it does hold up well under repeated play, because there's so much variety from round to round.

BOING!
First Star Software
Atari 2600
Category: Color-changing
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $21.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

The on-screen hero is a bubble, whose job is to color in all the blocks on each playfield. Beware of the bubble-eater and the pin, either of which destroy the bubble on contact. Quick-thinking gamers can maneuver the bubble-eater under the pin, which temporarily destroys it.

At higher levels of play, the blocks must be colored in sequentially to finish the round.

BOWLING
Atari
Atari 2600
Category: Sports
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $17.70
Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Available
Overall Rating: 6

Bowling is a version of a sport that's perfectly suited to the home videogame format. This one offers players a long horizontal lane accompanied by a cartoon bowler that can be moved vertically for aiming shots.

Players can roll three kinds of balls; straight, curve, and steerable (the gamer controls the ball during its entire roll down the alley).

Complete, automatic on-screen scoring is one of the game's biggest attributes. The section at the top of the playfield not only shows the frame-by-frame line score, but also indicates whether the bowler has made a strike or spare in the tenth frame, where he's awarded the appropriate number of bonus rolls.

BOXING
Activision
Atari 2600
Category: Sports
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $23.95
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Fair
Head-to-Head Rating: Excellent
Overall Rating: 6

The visual representation of the overhead view of the boxing ring is serviceable rather than spectacular, but superb play-action easily redeems any shortfall in the area of graphics. A gamer moves his or her on-screen pugilist around the squared circle using the joystick, and throws punches by hitting the action button. The program automatically decides which hand the boxer will use to hurl the blow and whether it is to be a short jab or thudding body blow.

Each round takes two minutes of actual elapsed time, one-third shorter than in the actual sport. You won't miss that minute, however, since playing well requires so much energy and concentration that you'll be dying for a little rest by the time the round ends.

This is not a simulation, so if you're expecting a realistic representation of boxing, look elsewhere. But as a fast and furious arcade game, *Boxing* holds up well and is a lot of fun to play.

BREAKOUT
Atari
Atari 2600
Category: Target/Ball-and-Paddle
Number of Players: 1-2
Controller Type: Paddle
Suggested Retail Price: $22.95
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 5

One ball and paddle game that has stood the test of time to become a true classic is *Breakout*. The object of the game is to manipulate a horizontally-mobile paddle across the bottom of the playfield in an attempt to hit the ball against seven rows of colored bricks near the top of the screen.

The ball removes a brick when they collide, and then bounces back toward the paddle. Five balls comprise each game.

Breakout is basically a game of motor skills and hand-eye coordination, in which gamers can score points by just keeping the bouncing ball bouncing long enough.

Also included on the game cartridge is *Breakthru*, a souped-up version of the classic paddle game. This time, the ball clears a path through the entire wall, bounces off the rear of the playfield and once again plows through the bricks on the return trip.

Though perhaps a bit less challenging than *Breakout*, *Breakthru* can be addicting and lots of fun for solo play, as well as head-to-head competition.

BRIDGE
Activision
Atari 2600
Category: Classic Strategy
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $32.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Fair
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 6

Getting four bridge-lovers together isn't always easy. That's where this solitaire bridge cartridge can really come in handy. The program is capable of dealing millions of different randomly distributed hands and provides the human participant with a partner who does a reasonably good job of bidding the hand.

BUGS
Data Age
Atari 2600
Category: Target/SF
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $27.86
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Fair
Solitaire Rating: Good.
Head-to-Head Rating: Not Applicable
Overall Rating: 4

After landing on a previously unexplored planet, you find your ship menaced by the local inhabitants, giant bugs which slide out of their nests in a bid to engulf your craft. The player uses the paddle to move an aiming cursor back and forth across the screen as the bugs edge down the display towards the ship. The cursor is the aiming device for the Ultrasonic weapon, the only thing capable of destroying the bugs.

The home arcader must also watch out for the dreaded phylax. This product of genetic engineering is capable of penetrating your ship's defenses and can only be destroyed if you can catch it in the path of your beam weapon.

CARNIVAL
Coleco
Atari 2600
Category: Target
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $29.90
Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 5

This electronic rendition of the traditional amusement arcade shooting gallery gives new meaning to the phrase "sitting duck". The ducks are no more dangerous than any other targets — which include clay pipes and rabbits — unless they reach the bottom row of the gallery and take wing. They then display an absolutely ravenous appetite for the bullets in your reserve ammunition supply, shown graphically along the bottom of the screen.

If you clear off all the targets, including the wheel of pipes, any extra shells can be expended during a bonus round in which you must repeatedly shoot at standing bears. Bonuses — and demerits — are also available on the regular playfield and are earned by hitting the visual representation of the bonus or penalty while it pops up.

CHAMPIONSHIP SOCCER
Atari
Atari 2600
Category: Sports
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $12.95
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Excellent
Overall Rating: 6

Championship Soccer is hardly the ultimate soccer simulation, but its relentless action, spare-yet-effective graphics, and myriad of unusual variations make it an outstanding team-sport cartridge.

Gamers choose among 56 various play modes, evenly divided between solitaire and two-player versions. The variables include goal size, team speed, and penalties. Joysticks are used to maneuver three players (a forward and two fullbacks) around a playfield that somewhat resembles an indoor soccer field.

CHECKERS
Activision
Atari 2600
Category: Classic Strategy
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $23.95
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 5

Finding a worthy opponent for checkers isn't always easy, and that's exactly where this cartridge can come in mighty handy. It plays at three skill levels on an attractively rendered checkerboard with the pieces shown in three-quarter perspective. The computer opponent knows all the right moves and, at the most difficult skill setting, isn't a bit shy about making them.

CHOPPER COMMAND
Activision
Atari 2600
Category: Combat/Target/ Scrolling Shoot-out
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $33.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The action never lets up in this duo-directional scroller in which the player takes command of a heavily armored attack helicopter. Your mission requires you to guard the truck convoy moving on the ground below against air attack, and this turns out to be no easy task. The enemy seems to have won air superiority over the convoy's position, and the gamer will have to be quick with the stick to keep losses low.

Helping to spot the variety of opposing enemy aircraft is a secondary display located just below the main one toward the center of the screen. It is often possible to note the approach of rival planes and helicopters in time to line up devastating barrages before your whirlybird is ever seriously threatened.

CIRCUS ATARI
Atari
Atari 2600
Category: Ball-and-Paddle/Target
Number of Players: 1-2
Controller Type: Paddle
Suggested List Price: $26.95
Audio Rating: Poor
Graphics Rating: Good
Play-Action Rating: Fair
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 4

This is Atari's rendition of the game in which a clown hops up and down on a teeter-totter and tries to puncture rows of balloons, which float in horizontal rows about two-thirds of the way up the screen. The major option related to play-action controls when the rows reset. In one version, no balloons reset until all of them are exploded, while the other refills each row separately.

The action can get fairly frenetic, but the real key to the game is the ability to estimate the probable trajectory of the clown as it falls after puncturing some balloons. Once you learn to catch the acrobat a number of times in succession, the focus shifts to learning how to reduce the one-point row to expose the more valuable balloons just above.

COMMUNIST MUTANTS FROM SPACE
Starpath (requires Supercharger)
Atari 2600
Category: SF/Invasion
Number of Players: 1-4
Controller Type: Joystick
Suggested Retail Price: $19.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 5

Humor is the secret ingredient in this invasion-style action game in which you must blast the advancing warriors out of the sky with your horizontally mobile cannon before they cruise down the screen and inflict the same fate on you. Still, once you've had a good chuckle over the title of this cartridge, there's still a fairly challenging contest of skill awaiting you.

There are several big plusses going for the player in this one. Not only do you get shields that can deflect incoming fire, but your penetrating and guided missiles are especially deadly. But then, so are those dastardly communist mutants...

COSMIC ARK
Imagic
Atari 2600
Category: SF/Target/Task Completion
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 6

This sequel to *Atlantis* is a stark departure from the first game in its series. This time, you are the captain of a star-spanning cosmic ark on a voyage of discovery. Your goal is to use a shuttle craft to get close enough to the surface of inhabited planets to beam up zoological specimens for the mighty ark.

Cosmic Ark is a two-scenario program. In the first, you must survive a violent meteor shower by shooting your weapons at the rocks as they fly toward you from all directions. If you survive this deadly space storm, your mothership establishes planetary orbit and you can send your scout craft in for a round of beast-catching. Unfortunately, you have to round up any likely looking creatures very rapidly, because your shuttle must return to the main ship when the warning, announcing another meteor storm, sounds.

COSMIC SWARM
CommaVid
Atari 2600
Category: SF/Target/Task Completion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $24.90
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 4

Get out the cosmic bug spray, the insects are on the warpath once again. You must use your weapon to kill off the nasty creatures before they hem in your joystick-prompted movement and destroy *you*. The most innovative aspect of the play mechanic is that each bug is constantly trying to move nesting blocks onto the playfield. These blocks are ordinarily impervious to your fire, but there is a way out of this tight spot. By shooting one of the giant bugs while it is carrying a nesting block in its enormous mandibles, all the blocks will instantly turn red to signify their vulnerable condition.

As long as the blocks remain red — they revert to green once you shoot an insect — it is possible to disintegrate them with your weapon. *Cosmic Swarm* constantly forces the arcader to choose between increasing freedom of movement by going after the red-hued nesting blocks and letting the insects become too firmly established on the playfield.

CROSS FORCE
Spectravision
Atari 2600
Category: SF/Target
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $21.86
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The evil Mirpods from the planet Tzoris have tyrannized the galaxy long enough. In this semi-sequel to *Planet Patrol*, the arcader has the opportunity to blast these creatures to their component atoms using a new super-weapon called the "spectron". In game terms, you have siting symbols at the top and bottom of the screen. Moving the joystick causes both to move in opposite directions at the same time. Hitting the action button releases an energy charge that destroys any enemy craft caught in its path. This novel play mechanic makes *Cross Force* an innovative — and highly entertaining — cartridge.

DARK CAVERN
Mattel M-Network
Atari 2600
Category: SF/Maze/Shoot-out
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.86
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Available
Overall Rating: 7

In some ways *Dark Cavern* is even better than the excellent Intellivision cartridge which first inspired it, *Night Stalker*. The 2600-compatible version lacks a few of the graphic frills the original used to create an ambience of sinister suspense, but the play-action is still as pleasing.

Your on-screen hero, directed with the joystick controller, moves through the labyrinthine playfield, while avoiding some wandering nuisance monsters and, primarily, the relentless robot attackers. Opposition gets even stiffer as the game progresses, working up to a most challenging level of difficulty.

DECATHLON
Activision
Atari 2600
Category: Sports/Multi-scenario
Number of Players: 1-4
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Fair
Overall Rating: 6

Each player participates in 10 different athletic events: the 100-meter dash, long jump, shot put, high jump, 400-meter race, 110-meter hurdles, discus throw, pole vault, javelin throw, and 1500-meter dash.

To gain speed or power, the player has to toggle the joystick back and forth as fast as possible for the course of the event.

Warning: use a *durable* joystick!

DEFENDER
Atari
Atari 2600
Category: Scrolling Shoot-out/SF
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $37.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 5

The bottom line on this VCS edition of the Williams' arcade hit is that *Defender's* play-action is extremely close to the original. On this action contest, the player pilots the Defender spacecraft over an alien-ravaged landscape, blasting bombers, baiters, pods, swarmers, landers and mutants, that come whizzing your way.

The aliens swoop down to capture the survivors if the Defender doesn't obliterate them first. Once they have scooped up a human, you can blast the alien carrying him. In addition to unlimited laser fire, the player's ship has a trio of "smart bombs" to employ during each wave. To launch one, the Defender must drop down below the city's buildings and fire — blowing up every alien on the screen.

Defender makes magnificent use of sound effects. An entire range of them is used to signify such play elements as bonus ships being earned and the capture of a human.

DEMON ATTACK
Imagic
Atari 2600
Category: Invasion/SF
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The winner of the 1983 Arcade Award as "Best Videogame of the Year" is a multi-screen invasion contest in which the gamer manipulates a series of three cannons, available one at a time, in an effort to turn back the onslaught of as huge a variety of creatures as has ever been since on an Atari 2600-compatible cartridge. Unlike *Space Invaders*, which pioneered this category of videogames, *Demon Attack* puts very few enemies on the playfield at any one time, though the rapid cross-screen movement by the usual complement of four aliens is a good deal more troublesome than the highly predictable *SI* marching formation.

One of the signature features of *Demon Attack* is that some monsters, when shot, will subdivide into two smaller creatures. Both of these must then be destroyed by the arcader using the gun.

DODGE 'EM
Atari
Atari 2600
Category: Maze-Chase/Driving
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $19.95
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Good
Overall Rating: 5

Dodge 'Em is an exciting game, whether it's played by one or two players. In the single-player mode, the arcader steers a car around a four-lane rectangular track filled with 80 dots. There's an opening, permitting lane switching on each face of the rectangle. When a car passes over a dot, it disappears and scores a point. By changing lanes periodically, the player can clear the board.

The obstacle to racking up points is a second, computer-controlled auto that zips around the track in the opposite direction. If the driver doesn't carefully maneuver his lane-to-lane movement, the crash car swerves in such a way as to make a head-on collision inevitable. A crash ends a round, with three rounds constituting a game.

DONKEY KONG
Coleco
Atari 2600
Category: Climbing/Cute/Multi-Scenario
Number of Players: 1-2
Controller Type: Controller
Suggested Retail Price: $29.90
Audio Rating: Poor
Graphics Rating: Poor
Play-Action Rating: Good
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 3

A giant gorilla has kidnapped your girl friend. As Mario the intrepid maintenance man-hero, you must use the ladders to climb from platform to platform in an effort to catch up with the adorably felonious simian. Once you make it to the top of the original playfield, the big ape grabs the girl and ascends to the top of a second screen full of action.

The gamer controls Mario using the joystick to move him along the platforms and up and down the ladders. To leap over gaps in the platform and to dodge flaming barrels and similar obstacles, Mario can jump into the air or even make a fair-sized leap for distance. Learning just when to press the action button, and how far to push the stick in the direction of the desired jump, must be mastered before the arcader can settle down for hours of fun with this home edition of the famous Nintendo coin-op.

DRAGONFIRE
Imagic
Atari 2600
Category: Adventure/Multi-Scenario
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $39.95
Audio Rating: Good
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

The player takes the role of a young Prince, whose task is to reclaim his ancestral castle and the treasures within, which were stolen by a dragon.

In the first screen, the player runs across the castle drawbridge, ducking arrows hurled by the dragon's henchmen and leaping over obstacles.

Once inside the castle's treasure room, the Prince must collect the various objects scattered throughout the room and bring them safely out the exit door. The dragon lurks at the bottom of the screen, hurling fireballs at the hero.

With each foray into the castle, the dragon becomes progressively angrier, and he develops better aim.

DRAGONSTOMPER
Starpath (requires Supercharger)
Atari 2600
Category: Adventure/Fantasy/Maze/
Task Completion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $21.95

Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The quest for the Druidic Amulet and the sinister Dragon who now possesses this eldritch artifact is the unifying thread which runs through this three-part action adventure. The arcader, in the role of a noble warrior known as the Dragonstomper, must progress through the Enchanted Countryside, visit the Oppressed Village and ultimately fight it out with evil incarnate in the Dragon's cave.

Although it is possible to perform a wide range of actions in *Dragonstomper*, clever design makes it possible to enter all necessary commands through the joystick. Even better, an on-screen menu that summarizes all pertinent options cuts the need to memorize lots of instructions to a blessed minimum.

DRAGSTER
Activision
Atari 2600
Category: Racing
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $23.95
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Poor
Solitaire Rating: Fair
Head-to-Head Rating: Fair
Overall Rating: 3

Can you make your drag racer streak down the measured mile in the shortest possible time without blowing the engine to smithereens? That's the challenge of *Dragster*, a one- or two-player contest that has always called forth opposite extremes of opinion from gamers. If you like this sort of thing, then you're going to absolutely love this cartridge. If trying to get gradations of speed out of the action button/gas pedal sounds like an afternoon of frustration, you might want to take some other game out for a spin, instead.

The crux of the game is the on-screen tach. The idea is to keep the motor throbbing as close to the redline as possible, without crossing over into the danger zone and its attendant problems.

THE EMPIRE STRIKES BACK
Parker Brothers
Atari 2600
Category: Scrolling Shoot-out
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $19.95
Audio Rating: Fair
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 5

The scene where Luke Skywalker took on the Imperial Walkers is recreated on a cartridge, with Luke in his snowspeeder up against a line of Walkers.

Each Walker must be hit repeatedly to destroy. They start out colored white, and with every number of shots their shade changes to reflect damage status. Undamaged Walkers caught behind a heavily-damaged unit are slowed to reflect the leader's lessened movement rate.

Luke's craft also changes to reflect the damage it has taken. To repair the hits, pull into a repair pit at the bottom of the screen.

Every so often, a tiny spot flashes on a Walker. Hitting the flashing spot directly results in the machine's total destruction.

The game ends when the Empire overruns the rebel base.

ENCOUNTER AT L-5
Data Age
Atari 2600
Category: Invasion/SF
Number of Players: 1
Controller Type: Paddle
Suggested Retail Price: $25.00
Audio Rating: Good
Graphics Rating: Fair
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 6

The huge orbiting colony which hangs in space between the Earth and the moon is under attack by implacable foes. Your job is to man the gun, which can be moved horizontally across the bottom of the playfield, and the aiming cursor at the top of the screen which blasts the invaders out of the colony's immediate air space.

This is a refreshing cartridge, in that it offers a play-mechanic not often seen in other electronic games. The need to line up each shot so that the blast will take out an enemy on its way from the bottom of the display to the top gives *Encounter* much of its spice.

ENDURO
Activision
Atari 2600
Category: Racing/Multi-Scenario
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $31.95
Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Probably the most comprehensive first-person perspective racing game ever developed for the 2600, *Enduro* challenges joystick jockies not only to zip around and through other cars, but to hold onto a swerving track that moves from bright sunlight, to dark night and even through pea-soup fog. Scoreboards at the base of the screen track position, miles covered and number of cars.

ESCAPE FROM THE MINDMASTER
Starpath (requires Supercharger)
Atari 2600
Category: Adventure/Fantasy/Maze
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $21.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 6

Escape is your only hope in this adventure contest set in the maze-like stronghold of a super-scientist known only as the Mindmaster. This ultra-genius is dispassionately evaluating your performance in dealing with the various dangers and problems that crop up in the winding corridors.

If you've always wondered how the labyrinth looks to Pac-Man, this cassette will go far to satisfy your curiosity. A simple system of joystick movement lets you roam the halls in search of excitement.

E.T.
Atari
Atari 2600
Category: Multi-Scenario/Cute/Task-Completion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Poor
Graphics Rating: Poor
Play-Action Rating: Poor
Solitaire Rating: Poor
Head-to-Head Rating: Not Applicable
Overall Rating: 4

Players move Steven Spielberg's beloved extraterrestrial around a series of blockish playscreens in a frequently-frustrating attempt to reconstruct the telephone that will allow the little alien to phone home. Meanwhile, gamers must help E.T. avoid the G-Men who are hot on his trail as well as staying out of the ubiquitous holes that seem to dot the landscape like indentations on a New York expressway.

FIREBALL
Starpath
Atari 2600
Category: Wall-Bashing
Number of Players: 1-4
Controller Type: Paddle
Suggested Retail Price: $19.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

This Starpath cassette gives the traditional wall-busting game a science fictional slant — and a few new wrinkles. For one thing, the walls are arranged in a variety of shapes instead of just being a series of horizontal bands. There's also the possibility of having up to six fireballs in play at the same time.

FIREFIGHTER
Atari 2600
Imagic
Category: Miscellaneous
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $18.86
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

There's a warehouse ablaze in the city, and you must both extinguish the fire and save any people who might be trapped inside the burning building. With the firefighter standing directly in front of the warehouse, the arcader can aim the water hose by moving the joystick forward and back to raise and lower the stream of water. To perform a rescue, the firefighter is guided to the engine and up the ladder using the hand controller.

Firefighter is a relatively simple game, though it is lively enough to prove entertaining to many. Younger gamers will probably like it more than older ones.

FISHING DERBY

Activision
Atari VCS
Category: Target
Number of Players: 2
Controller Type: Joystick
Suggested Retail Price: $23.95

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Not Applicable
Head-to-Head Rating: Excellent
Overall Rating: 8

Good strategy is more important than sheer blinding hand-speed in this game based on the idea of a fish-catching contest. Each player sits on the end of a dock, line lowered into the water. The position of the joystick governs how far away from the dock you trawl and how deep the lure is set. The greater the depth, the more valuable will be the fish you haul to the surface, using either the stick or the automatic reel (represented by the action button). A shark swims back and forth across the screen, gobbling up any hooked fish like the inhuman eating machine it is.

Fishing Derby is particularly suitable for play by the entire family. The leisurely pace of the action negates any small advantages that youngsters may have in physical reflexes, while the strategies needed are straightforward enough to be well within reach of youthful minds.

FREEWAY

Atari VCS
Activision
Category: Misc.
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $23.95

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Outstanding
Overall Rating: 9

The theme of this game is summed up in the old riddle, "Why did the chicken cross the road?" You're in charge of steering the fearless fowl safely across 10 terrifying lanes of vehicular traffic. Depending on which level of difficulty is selected, getting hit by a car or truck sends the chicken back to the bottom of the screen or, at best, pushes the bird one lane closer to that original starting point.

Designer David Crane has created a selection of courses to satisfy every taste. Each is loosely based on the traffic pattern of a major American thoroughfare, like Chicago's Lakeshore Drive or New York's Long Island Expressway.

FROGGER

Parker Brothers
Atari 2600
Category: Translation
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $19.95

Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

The player controls a little frog who has to hop through the traffic on a five-lane highway, then cross a log-filled river to reach his home lily pad.

Being hit by a car, falling into the water, or being atop a diving turtle when it submerges all cost the gamer one turn. A hungry croc also pops up randomly in one of the froggie's five home lily pads, and touching it proves fatal.

Escorting home a lady frog (found on a floating log in the river) earns the gamer bonus points.

FROGS AND FLIES

Atari VCS
Mattel M-Network
Category: Target
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $24.86

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

This slice-of-swamp-life cartridge is a solid entry-level cartridge for younger home arcaders, though its play-action may well attract some of their elders, too. The participant directs the on-screen activities of a frog using the joystick and tries to snare the flies as they zip across the screen. The important tactical consideration is learning to time the amphibian's leap so that tongue and insect arrive at the same point in space simultaneously.

GANGSTER ALLEY

Atari VCS
Spectravision
Category: Target
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $21.86

Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 5

A gang of five miscreants, led by the always dangerous *"Nitro Ed"*, are the adversaries in this target shoot, patterned after a non-electronic game that was popular in commercial game parlors for many, many years. The gamer uses the cursor to move a gunsight around a playfield which depicts a many windowed, multi-story building. The baddies periodically pop up in an open window, and your job is to shoot them before they do the same to you. Occasionally, an innocent citizen appears in a window, and shooting such a bystander will cost you points.

GHOST MANOR/SPIKE'S PEAK

Xonox
Atari 2600
Category: Ghost Manor (Target); Spike's Peak (Adventure/Vertical Scrolling)
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $14.95

Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The first in a projected series of "Double-Enders": cartridges featuring two different games to be inserted into the VCS slot from either end. *Spike's Peak* is the more interesting effort as the mountain climber must elude bears, eagles, avalanches and other hazards while planting pitons on his way to the mountaintop.

Ghost Manor is an upward-firing target contest set in a haunted house populated with skeletons, ghosts, witches, bats and a hatchet-wielding mummy who must constantly be avoided.

GOLF

Atari
Atari VCS
Category: Sports
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $17.70

Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Fair
Solitaire Rating: Good
Head-to-Head Rating: Good
Overall Rating: 6

Water hazards, trees and rough will be the main barriers to breaking par (36) on this nine-hole course for one-or two-player gaming action. While it's possible to drive through the branches of the foliage that dot the course, more prudent golfers will probably want to take it a little easier and play it straight.

Sand traps can be a problem; the ball not only slows markedly but turns invisible! The only way to find it again is to use the head of the club as a divining rod, and by moving your on-screen representative back and forth across the trap, estimate the ball's location by the direction in which the club head points.

GOPHER

Atari VCS
U.S. Games
Category: Miscellaneous
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $29.95

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Your only chance to remain a successful farmer is to thwart the attack the local gophers have launched against your poor, defenseless carrot patch. Well, maybe not totally defenseless. You've got a hoe with which you can bop one of those arrogant little pests and make him retreat into its hole before it can snatch a carrot snack. You can also attempt to fill in the tunnels as the gophers create them, thus denying access to the carrots on the surface.

A duck periodically flies past and drops carrot seeds onto the playfield. If the farmer can catch one and nurture it properly, a new carrot comes into being.

GORF

CBS Videogames
Atari VCS
Suggested Retail Price: $29.95
Category: Invasion
Number of Players: 1-2
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Midway's popular pay-for-play design comes to the 2600 in good shape, thanks to a sensitive translation joy by CBS. Three screens of entertaining action await the player, each challenging the gamer's skill in a different fashion. Most home arcaders will especially enjoy the second scenario, in which the player must use the cannon located at the bottom of the display to shoot the squadron of enemy ships that comes roaring out of a vortex in space.

GRAND PRIX

Atari VCS
Activision
Category: Racing
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $33.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Find out if you're the heir apparent to Mario Andretti in this three-track racing game. You must use the controller to steer around other, sometimes slower cars as you negotiate turns, position your vehicle for crossing the bridge and other activities associated with racing. And if the other drivers don't send you skidding into a collision that turns your formula car into scrap, you'd better watch out for the oil slicks that can take you out of the running in an instant.

Performance on all the tracks included in the cartridge is rated in terms of elapsed time. An on-screen clock ticks off fractions of a second as you strive to record a record time in one of the single-lap events.

HAUNTED HOUSE

Atari
Atari VCS
Category: Adventure
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $26.95
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Fair
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Haunted House is a solitaire adventure which takes the gamer on an eerie electronic visit to Graves Manor, an abandoned edifice that periodically frightens and perplexes the localites. The player takes the role of a treasure hunter and must search the 24 rooms for a magic urn.

The test of an arcader's skill is simply the completion of the quest for the urn in a reasonable amount of time. The game's audio/visual trimmings are excellent and give the arcader the spine-tingling sensation that something spooky is always about to happen.

HOME RUN

Atari
Atari VCS
Category: Sports
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $12.95
Audio Rating: Poor
Graphics Rating: Poor
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Fair
Overall Rating: 4

Home Run depicts an arcade-oriented approach to simulating baseball on the TV. The duel between hitter and pitcher is the main theme of this game and depending on the variation selected, each team has one, two or three fielders, one of which doubles as the hurler.

Home Run is unique in that it's the only baseball videogame cartridge that can be played solo. Its lack of the "feel" of real sports action, however, ultimately relegates it to benchwarmer status.

ICE HOCKEY

Atari VCS
Activision
Category: Sports
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $32.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Good
Head-to-Head Rating: Outstanding
Overall Rating: 9

Obviously, producing a realistic simulation of hockey within the limitations of the Atari 2600's memory is a job worthy of a veritable Solomon of programmers. Alan Miller has seized on most of the essentials of the rink sport and incorporated them in this fun-to-play, rock'em-sock'em version.

Each coach is in charge of a two-man team on the ice. The joystick controls whichever man is nearest the puck, making it possible to set up some fairly sophisticated offensive and defensive plays. Check — and some less legal tactics — are permissable in *Ice Hockey*, though there's no referee to call a penalty. Still, the ebb and flow of the action makes it inadvisable to goon it up too much.

INDY 500

Atari
Atari VCS
Category: Racing
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $32.35
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Good
Overall Rating: 7

This premium-priced cartridge is pure action from start to finish. Each participant — one or two can compete — uses special driving controllers provided with the game to steer racers around an oval track.

Indy 500 lays claim to a cute little flaw. The way the system confirms that the player has completed a lap is to create a pair of invisible lines, one starting at center screen and going straight up while the other starts at the center and goes straight down. To score a point, and register a completed lap, the player just has to touch the first line and then pass over the second. The process can be repeated ad infinitum.

As with most Atari titles, this one offers numerous variations. The most exciting one is *Ice Race*, which forces a super-slick surface for the usual roadbed, forcing drivers to use their skills to the utmost to keep from sailing off the screen at every turn.

INFILTRATE

Atari VCS
Games by Apollo
Category: Climbing-Shoot-out
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This cartridge combines elements of *Donkey Kong* and *Berzerk* to produce a bracing action game that features movement on every square inch of the multi-level playfield..As the infiltrator, you must use the elevators to climb up the skyscraper, which is now occupied by monsters from another world who will shoot you if they get within range. Once you reach the top of the playfield, you can grab the key, head down to your starting position at the bottom and go through the security door.

The graphics for this game are quite colorful and appealing, though they are sketchy if you give them a close look. Still, the play-action is a big plus, making this one very enjoyable videogame.

JAWBREAKER

Tigervision
Atari 2600
Suggested Retail Price: $29.95
Category: Maze-Chase
Number of Players: 1-2
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Here's an oddity, a videogame version of an existing computer program that surpasses the earlier game in originality. The 2600 edition banishes the *Jawbreaker* maze in favor of a strikingly innovative arrangement. The dots which the player-controlled teeth chomp are arranged in horizontal rows with walls separating each one from the lines immediately above and below it. There are breaks in the wall through which the teeth can pass to the next line.

The goal, as in virtually all maze-chase videogames, is to collect every dot, while avoiding the four nasties which constantly shadow your chomper around the screen. The unusual configuration of the playfield, however, means that player's will have to forget most of the lessons learned in mastering other games of this ilk. That's a big plus, of course, since it means you'll be able to play *Jawbreaker* for many, many hours before settling into a high-scoring groove.

JOURNEY'S ESCAPE
Atari VCS
Data Age
Category: Maze-Chase
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The world's first rock 'n' roll videogame presents the home arcader with a unique situation and an equally novel test of skill. The band, Journey, has just completed a concert and is standing at center stage. From there, you must conduct each band member through a gauntlet that includes roadies, groupies, autograph hounds and other denizens of the music world to the limousine waiting to whisk them away.

The sound accompaniment to the action consists of computer-generated renditions of some of the songs from Journey's top-selling album, "Escape".

JOUST
Atari
Atari 2600
Category: Translation
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $24.00
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Outstanding
Overall Rating: 9

One or two players mount their barded birds of war and take to the skies in a fantasy joust. Each time two knights meet, the player whose lance is higher vanquishes the opponent.

Whenever a player-controlled knight eliminates a computer-controlled enemy, the dying knight drops an egg. Catch it for extra points before it hatches into a new opponent.

At higher levels, players also have to be careful not to touch the lava pools on either side of the "floor". They can be flown over — but landing in them proves too hot to handle.

JUNGLE HUNT
Atari
Atari 2600
Category: Multi-Scenario/Translation
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $14.95
Audio Rating: Good
Graphics Rating: Outstanding
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

To reach his lady fair, an explorer has to fight his way through various jungle perils. On the first screen, he has to swing from vine to vine without losing his grasp on the situation. The second screen has him swimming through a deep river, avoiding or killing hungry crocodiles while coming up for air when he needs it.

In the third screen, he dodges large and small rocks thrown in his path by the cannibalistic natives up ahead.

KABOOM!
Atari VCS
Activision
Category: Catching
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $18.00
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Hand eye coordination is the most importand success ingredient in this sometimes frenetic "cute" game. A mad bomber runs back and forth near the top of the playfield, dropping incendiary devices over the wall. These bombs, which plummet to Earth as fast as 13 per second when the program really gets going, must be caught in one of the three vertically stacked buckets controlled by the arcader. Each time a bomb hits the ground uncaught, it ignites a chain reaction that fills the screen with a series of sharp explosions and subtracts one bucket from the stack. The game ends when all buckets are lost.

KING KONG
Tigervision
Atari VCS
Suggested Retail Price: $29.95
Category: Climbing
Number of Players: 1-2
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 5

The 1930's movie classic comes to the home gaming screen courtesy of Tigervision, but something has clearly been lost in the translation. The creature who rolls barrels down the ramps of the skyscraper at the hero attempting to scale the heights and rescue Fay Wray looks more like a giant teddy bear than the legendary gorilla.

The play-action is a bit sluggish, and better arcaders may find the platforms-and-ladders playfield a bit too simple to hold their interest. Conversely, this is probably a less frustrating cartridge for younger gamers than the other titles in the climbing category, which do tend to require considerable skill and finesse.

LADY BUG
Atari VCS
Coleco
Category: Maze-Chase
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $29.90
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Lady Bug is the outgrowth of the cross between maze-chase play-action and pinball scoring. The arcader uses the joystick to steer the lady bug around the maze, avoiding contact with the stationary skulls and the equally deadly enemy insects that emerge from the garden at the center of the playfield at regular intervals. The lady bug has another advantage helping to keep the hostile trackers at wing's length: you can move the turnstiles which are liberally scattered around the maze to cut off the route pursuers are using to chase you.

Scoring is much enlivened by the opportunity to spell out words "Special" and "Extra" over the course of play on several screens and acquire extra lady bugs or bonus points.

LASER BLAST
Atari VCS
Activision
Category: Combat
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $23.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

This science fiction game turns the typical invasion contest upside down. No longer are you the lone defender against a horde of aliens advancing down the playfield toward your bravely defended position. This time, you're carrying the fight to the enemy as the command of a squadron of attack saucers which is attempting to flatten the bases which the aliens have built on the moon.

Your ship approaches each three-gun installation from the left. Pushing the action button and holding it down extends a gun from the underside of the saucer. The player moves the joystick in the appropriate direction to aim the laser weapon and lets go of the button to launch a deadly energy bolt at one of the targets below. The aliens have a forcefield which keeps the saucer from descending to the surface of the moon for easier shots, and this barrier pushes the attack saucer a little closer to the top of the screen with each succeeding round of play.

LOCK 'N' CHASE
Atari VCS
Mattel M-Network
Category: Maze-Chase
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $34.86
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This is a streamlined version of Mattel's Intellivision cartridge of the same name, but it still rates as one of the best examples of the maze-chase genre for this system. The home arcader portrays a safecracker who has penetrated a vault full of gold bars. Unfortunately for the electronic felon, the police have got the scent. The action consists of scooping up all the gold bars (for some reason they're lying right there on the floor of every corridor in the maze-like vault), and escape through the vault door before one of the police officers catches up to you.

The thief has one powerful weapon on his side. He can instantly construct barriers which block off the corridor from any law enforcement minions who might be following too closely.

LOST LUGGAGE
Atari VCS
Games by Apollo
Category: Catch
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $31.95
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 6

This cartridge is based on a problem that's a lot more down-to-earth than attacking space invaders or rambunctuous dragons. You are cast in the role of a harried skycap, trying to round up all the baggage which is spewing off the conveyor belt in every conceivable direction. If an ordinary bag gets past your grasping fingers, it bursts open to reveal a lot of rumpled clothing which cascades across the screen in amusing fashion.

Apart from some rough edges on the visuals, the biggest rap against *Lost Luggage* is that it is not sufficiently varied or challenging. By staying as far up the playfield as possible, the skycap can snag most of the bags before they get a chance to fan out over the full width of the screen.

MALAGAI
Atari VCS
Answer Software
Category: Maze-Chase
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $29.95
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

Although this maze-chase has a nominal science fiction theme — theoretically, you're moving from deck to deck of a huge mothership looking for your scout craft — it comes closest to being a version of "video tag". Your on-screen character enters the playfield from a room at the bottom. You must then catch, one at a time, a series of three aliens who rove the halls. Catching an alien gives you custody of the key it carries. You must then carry this key to the series of locks located at the center of the top playfield boundary. Once all three aliens are caught — and they must be nabbed in the proper sequence, which is indicated at the top of the screen — the player can progress to a harder level within the mothership. If any Malagai warrior, even the one from whom you have just taken a key, touches your spacefarer, you lose him.

MARAUDER
Tigervision
Atari VCS
Suggested Retail Price: $29.95
Category: Maze-Shoot-out
Number of Players: 1-2
Audio Rating:
Graphics/Sound Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

The gamer uses the joystick to control an on-screen hero who must move from room to room in a complex, tightly-guarded by enemy robots, in this festival of fight-and-move thrills. The outstanding innovation in *Marauder*, which first saw the light of day as an Apple II program from Sierra On-Line, is that only foes which would logically be in the on-screen protagonist's line-of-sight are visible to the player on the screen. This feature makes *Marauder* less predictable than contests which give the human holding the joystick an omniscent view of the action.

MARIO BROTHERS
Atari
Atari 2600
Category: Climbing/Multi-phase
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $14.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Excellent
Overall Rating: 6

Mario (and, simultaneously, his brother Luigi in two-player games), must knock all the turtles off a multi-levelled construction site while avoiding the lethal fireballs nearby. Touching a turtle (or, at later screens, a crab) proves fatal unless the creature's been disabled by being knocked on its back. To do this, the player must get to the spot directly beneath the creature and jump up to punch the ceiling, which is the beast's floor.

Then, simply walk over the stunned creature to knock it off the screen.

A colored section extends in the lower center of the screen. Punch it to stun all the creatures on the playfield.

MAZE CRAZE
Atari
Atari VCS
Category: Maze-Chase
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $20.20
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Fair
Overall Rating: 7

The designers of *Maze Craze* have built onto the basic puzzle structure, by adding the tactics of pursuit and avoidance and a madcap race for the playfield's only exit.

Gamers portray video lawmen who patrol a rabbit's warren of semi-deserted streets. Depending on the variant selected, cops decide whether to catch unarmed robbers or to avoid armed ones — and then reach the safety of the exit.

The cartridge offers four speed options ranging from plodder to greased lightning, to keep pace with the players' increasing skill levels.

The cops-and-robbers metaphor does, admittedly, wear thin at times, but once you explore some of the fiendishly clever options, little details become insignificant. If you like mazes, you'll crave *Maze Craze*.

MEGAFORCE
Atari VCS
20th Century Fox Games
Category: Scrolling Shoot-out
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $29.90
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Strap yourself into the pilot's chair of this remarkable all-purpose mobile weapons system and get set for desert warfare at an intensity you've never before experienced. You have four ships, available one at a time as the previous one is taken out of the battle by enemy fire, and you must zoom through screen after screen of incoming missiles and enemy airships as you wreak havon among the evil-doers.

MEGAMANIA
Activision
Atari 2600
Category: Shoot-out/Multi-phase
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $31.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

The player controls a cannon that moves horizontally across the bottom of the playfield. Wave upon wave of enemies (everything from dice to French fries and pickle chips) scroll across the screen, dropping lethal disintegrator bombs. Blast all the objects in an attack wave to move on to the next level.

MISSILE COMMAND
Atari
Atari VCS
Category: Combat
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $23.80
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding

Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

Gamers launch anti-aircraft missiles from the game's command center, positioned in the middle of six cities under its protection (at the base of the playfield). Armed with three 10-load rounds of ammo, gaming commandoes employ a joystick controller to target and launch the anti-ballistic missiles that will hopefully detonate the incoming rockets before they can devastate your cities.

Cities are destroyed when hit by enemy missiles, so be very careful as at least one city must remain standing in order to keep this graphically outstanding game alive.

MOUNTAIN KING
CBS Software
Atari 2600
Category: Adventure/Climbing
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $25.00
Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

At the bottom of a hollowed-out mountain stands a lost temple that houses an ancient crown. The gamer's ultimate quest is to bring the crown to the Eternal Flame burning at the mountain's surface.

To gain access to the temple, the player must first capture the elusive Flame Spirit that dances invisibly within the diamond-studded underground caverns. After collecting enough diamonds, a faint theme song leads the explorer to the Flame Spirit. The louder the theme music, the closer the Spirit. (It can only be seen in the glow of the player's flashlight.)

After catching the Flame Spirit, the player must bring it to the Skull Spirit guarding the temple to gain access. Then, it's a race against time to bring the crown back up the mountain — without being touched by one of the guardian bats, who'll steal back the crown if they can.

MOUSE TRAP
Atari VCS
Coleco
Category: Maze-Chase
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $29.90
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Anyone who has ever laughed at a "Tom and Jerry" cartoon will recognize the theme behind this cartridge. You are a mouse scampering through a maze filled with little bits of cheese. As your ravenous rodent gobbles up these dainty morsels, you must be on guard against pursuit by a bunch of cats on the lookout for *their* dinner. Eating one of the four bones located near the corners of the maze gives the mouse the power to change into a dog for a few seconds of sweet revenge against those felilne attackers. The golden nugget is that this transformation need not take place immediately after you've chomped the bone. You can save this handy metamorphosis for the moment when it's likely to do you the most good.

Also import to *Mouse Trap* is the fact that the maze isn't static. As you ramble up and down the corridors, you can open and close sets of doors which radically alter the shape of the labyrinth.

MS. PAC MAN
Atari
Atari 2600
Category: Maze Chase/Translation
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $14.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

The lady gobbler munches her way through four differnet mazes, gobbling dots and avoiding her four famous pursuers. When she munches one of the four power pills on each screen, the chasers become the chasees. Gulp them down when they're blue for extra points.

Ms. Pac-Man gains additional points by gobbling the bonus fruits that periodically gallop through the maze.

NIGHT DRIVER
Atari
Atari VCS
Category: Driving
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $20.20
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

In *Night Driver*, you race along a twisting, treacherous two-lane blacktop, with short luminous pylons spaced yards apart along both sides of the road, as your only guide throughout the inky night.

Gamers who just love driving games — and have always wanted to become good-buddy truckers — will be glued to the wheel of this long-time commercial arcade favorite. *Night Driver* demands lightning reflexes, total concentration and a high degree of intensity.

The object is to travel the greatest distance in the shortest amount of time. There are three levels of difficulty, all controllable by a paddle, which is used as a steering wheel and the button as the accelerator.

NO ESCAPE
Imagic
Atari 2600
Category: Combat/Shoot-out
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $39.95
Audio Rating: Good
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Jason (of Argonaut fame) has angered the gods by stealing the Golden Fleece. As his punishment, he's been locked in a room with the vengeful Furies, who drop lethal bombs at him.

Armed only with a slingshot, Jason must shoot out the bricks in the ceiling, sending them down on the heads of the Furies. That's the only way to eliminate a Fury; hitting one directly only results in a new Fury springing up out of thin air.

PAC-MAN
Atari
Atari VCS
Category: Maze-Chase
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $28.10
Audio Rating: Poor
Graphics/Sound Rating: Poor
Play-Action Rating: Fair
Solitaire Rating: Poor
Head-to-Head Rating: Not Applicable
Overall Rating: 4

The game's graphics are clunky and unsophisticated — there are no changing bonus items such as cherries, limes or keys, but simply an orange square with a blue dot inside — and the sounds, except for an inappropriate metallic "boing" whenever the gobbler consumes a pill, are virtually nonexistant. Joystick response on all game variations is poor.

As in the coin-op classic, arcaders maneuver the gobbler around a labyrinth stocked with pills and patrolled by ravenous gobblins.

For serious-minded Atarians who demand their home versions match the quality of their coin-op cousins, they just may find themselves seriously disappointed.

PHASER PATROL
Starpath
Atari VCS
Category: First-Person Space Piloting & Shooting
Controller Type: Joystick (requires Type: Supercharger)
Number of Players: 1
Suggested Retail Price: $19.95
Graphics/Sound Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

The Dracon armada is on the march in your neighborhood galaxy, and it's up to you, as commander of a powerful warship, to hunt them down and end their threat to universal peace. The idea is to wipe them out before your ship runs out of fuel, ammunition or both. Of course, you can always plan a stop at one of your starbases for some re-supply.

Phaser Patrol, like most of the other games in this genre, makes use of a dual display. One presents the galactic map for use in plotting overall strategy, while the other offers a tactical battlefield for ship-to-ship combat.

PHOENIX
Atari
Atari 2600
Category: Translation/Shoot-out/

Multi-Scenario
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $10.50

Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

The player's cannon moves horizontally across the bottom of the screen, firing up at tiny, flitting birds that try to blast the cannon with explosive eggs. After surviving two attack waves, it's on to face two screens of larger, bomb-dropping phoenixes. Hitting a phoenix's wing destroys only that limb, which is eventually regenerated.

The object of the fifth wave is to destroy a hovering ship by blasting through its outer defenses and hitting the vulnerable center — that houses the alien mastermind.

PIGS IN SPACE

Atari
Atari 2600
Category: Kideo/Multi-scenario
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $12.50

Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

This game takes the play-mechanics of three popular videogames and combines them with Muppet characters in a humorous salute to home arcading. To choose one of the three games, the player moves the joystick over one of the three porcine heroes and presses the button.

The first game is a slowed-down version of *Space Invaders*, while in the second, Miss Piggy must climb to the top of the screen ala *Donkey Kong*, while dodging spaghetti and meatballs. The third game is a version of *Vanguard*, wherein Dr. Strangepork flies through a cavern blasting away at evil Gonzoids.

PITFALL

Activision
Atari 2600
Category: Adventure/Multi-phase
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95

Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

The object of this horizontally-scrolling action adventure is to find the gold bars hidden somewhere in the jungle wilderness.

To reach the treasure, Pitfall Harry has to swing over ponds and quicksand pits, jump over boulders, and even walk across the closed jaws of hungry crocs, to name just a few of the perils.

POPEYE

Parker Brothers
Atari 2600
Category: Translation/Multi-scenario
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $25.95

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This three-screen climbing contest challenges Popeye to catch all the kisses thrown by Olive Oyl, who's perched at the top of the screen. His task is made harder by Brutus, who stalks along the multi-level playfield, hoping to knock the sailorman out. (Brutus can even reach up or down one level.) The Sea Hag also tries to bar the path of true love by hurling bottles at our hero.

Popeye can eliminate a bottle by punching or ducking it, but must eat his spinach (it appears briefly on each screen) to turn the tables on Brutus. When energized by the green stuff, Popeye can punch Brutus back to the bottom of the playfield, if he can catch him.

PLANET PATROL

Atari VCS
Spectravision
Category: Scrolling Shoot-out
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $21.86

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This intense action game pits the player, as pilot of a sleek attack fighter against a seemingly endless horde of rival missile-firing ships. The idea is to skim across the fairly nondescript terrain, blasting as you go.

Complications include the need for periodic refueling and the opportunity to rescue some of your air force's downed pilots from the clutches of the enemy. *Planet Patrol* is also one of the few cartridges that offers both daylight and nighttime scenarios.

Q*BERT

Parker Brothers
Atari 2600
Category: Translation/Color-changing
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $25.95

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Excewllent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

The object of the game is to change all the blocks on a pyramid to a different color by jumping on each cube, without getting caught on a block by a monster or jumping off the edges of the cube.

After Coily has hatched, the player can get rid of him by leading him to the edge of the playfield, then jumping on one of the two flying disks. As soon as Q*bert is safely aboard, Coily — and any other monsters on the pyramid — are wiped off the screen. The disk places Q*bert at the very top cube of the pyramid.

At higher levels, Q*bert has to change the cube colors twice — and try to snag the creatures that turns the blocks back to their original colors, before it does too much damage.

RAIDERS OF THE LOST ARK

Atari
Atari 2600
Category: Adventure/Task-Completion/Multi-Scenario
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95

Audio Rating: Poor
Graphics Rating: Poor
Play-Action Rating: Fair
Solitaire Rating: Poor
Head-to-Head Rating: Not Applicable
Overall Rating: 4

Using Indiana Jones' familiar bullwhip, it's a race between the good guys and the Ratzis to see who can find the miraculous Ark of the Covenant so coveted by Hitler's goons.

This videogame version lacks virtually all appeal that made the film a smash, but serves as a mediocre action-adventure for novice gamers.

RAM IT

Atari VCS
Telesys
Category: Wall Bashing
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $29.99

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The gamer controls a duo-directional shooter which can move vertically up and down the playfield's center dividing line. Stacked one above the next at the edges of the display are multi-hued horizontal bars which start growing toward the center line when play commences.

The only way to whittle down a bar is to shoot off a hunk of it. Any bar that's completely eradicated stays that way. If two bars on the same horizontal level meet in the center of the screen, they create a barrier through which the gamer's shooter can't move.

REACTOR

Parker Brothers
Atari 2600
Category: Translation
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $19.95

Audio Rating: Excellent
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

The game takes place inside a nuclear reactor on the verge of melting down. Players try to shrink the expanding core by knocking nuclear particles into faulty control rods.

Extra points are earned by trapping particles in one of the two bonus chambers.

Each player begins the game with three decoy ships, which can be dropped anywhere on the playfield. Enemy particles seek to knock the ship against the "kill walls" that are also fatal to them. Touching a wall, or the reactor core, costs the player one ship.

REALSPORTS SERIES (Baseball, Football, Soccer, Tennis and Volleyball)

Atari
Atari 2600
Category: Sports
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $00.00
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Excellent
Overall Rating: 7.5

A series of five cartridges that effectively update Atari's 2600 sports line. *Baseball* adds full-team play, pre-programmed pitching and a score of other options. *Football* presents horizontal scrolling and play-calling. *Basketball* is a two-on-two, as is *Volleyball*. *Tennis* has fine perspective with a shadow of the ball in play to help in judging location, while *Soccer* uses fully-delineated characters in a realistically simulated, horizontally scrolling sports contest.

REALSPORTS VOLLEYBALL

Atari
Atari 2600
Category: Sports
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $7.00
Audio Rating: Excellent
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Good
Overall Rating: 5

Two on-screen players man each side in this athletic contest. As in the non-electronic sport, points can only be scored by the team that served the ball. Both players move when the joystick is pressed.

The first team to score 21 points wins the match.

RIDDLE OF THE SPHINX

Atari VCS
Imagic
Category: Adventure
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $29.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Considering that players input all their movement and combat instructions utilizing the simple joystick controller, this adventure game packs quite a whallop in a small package. Set in the little-understood world of Egyptian mythology, *Riddle of the Sphinx* challenges a would-be desert explorer to dare the perils — and reap the treasures — to be found in this land of mystery.

Riddle of the Sphinx will obviously not be to everyone's taste. The "boot and bash" brigade — those who hate to read the instructions before slapping the cartridge in the slot — might have a rough time. Yet a reasonably thorough perusal of the rule book should yield enough information to make learning one's way around this complex mini-world reasonably trouble-free.

RIVER RAID

Atari VCS
Activision
Category: Scrolling Shoot-out
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $23.50
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

It's easy to drop bombs on sitting duck targets from a safe altitude, but the situation changes radically when you're forced to fly your fighter up the playfield, just above the surface of the river as you strafe targets. Starting at the bottom of the screen, you head north, blowing up ships, helicopters and bridges. An on-screen gauge monitors your fuel supply, which you can replenish by flying over a fuel dump.

Although the graphics do not attain the highest Activision standard, the thrill-a-minute action makes amends for any short-fall.

ROBOT TANK

Activision
Atari 2600
Category: Combat/Strategy
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

Players maneuver a robotic treaded juggernaut over an alien landscape, using radar charting and computer assistance to locate enemy tanks and obliterate them. Exceedingly high play level action as joystick inputs tank direction with the action button launching the projectile with remarkable perspective over the otherworldly topography.

ROOM OF DOOM

Atari VCS
CommaVid
Category: Combat
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $32.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Every creature's hand is turned against you in this all-out battle contest. You begin play in the middle of a room. Then, depending on which of the many variations is chosen, eight doors appear in the walls of the chamber. And from these apertures issues a steady stream of deadly fire. Within the room, the gamer's on-screen emissary is constantly stalked by an unkillable monster (which changes each time you progress to the next most difficult room by emptying the previous one of hostile marksmen). The most you can do with the room creature is temporarily stun it with your gun, causing it to vanish for a moment, only to reappear next to the nearest wall. The object is to maneuver around the room and eliminate the evil folks who are shooting away at your on-screen representative.

SKIING

Atari VCS
Activision
Category: Sports
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $23.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

You'll have a choice between a variety of slalom and downhill courses in this snow sports cartridge. The arcader employs the joystick to whoosh down the slopes, staying within the gates and avoiding hazards such as moguls (rock outcroppings) and trees.

One good point is that the courses run the gamut from ones which are suitable for beginners to layouts that are capable of testing even the best video athletes to the limit.

SLOT RACERS

Atari
Atari VCS
Category: Maze-Shoot-out
Controller Type: Joystick
Number of Players: 2
Suggested Retail Price: $17.70
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Not Applicable
Head-to-Head Rating: Excellent
Overall Rating: 7

Slot Racers ranks as one of the most important games in the labyrinth-maze category. It's a fast-moving, head-to-head thriller that requires quick thinking, and even quicker manipulation of the joystick. This *a-maze-ing* cartridge puts players in the driver's seat as they drive on-screen cars through a byzantine network of city streets, taking potshots at each other with missile launchers mounted on the cars' front hoods.

There are four different street-map mazes, an equal number of car speeds and several manners in which to handle the missiles.

Even though *Slot Racers* has virtually nothing to do with either slot cars or racing of any kind, it's still a challenging, fast paced maze-athon.

SMURF

Atari VCS
Coleco
Category: Adventure
Controller Type: Joystick

Number of Players: 1-2
Suggested Retail Price: $29.90
Audio Rating: Good
Graphics/Sound Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

This cartridge, based on the characters which have become stars in the world of Saturday morning kiddie television, doesn't quite compare to the company's ColecoVision edition of the same title, but it's certainly not too shabby in its own right. You are represented on the screen by a Smurf who must successfully negotiate the hazards on the way to Gargamel's castle. Once there, the cute critter avoids some creepy crawlies and effects the rescue of the kidnapped Smurfette.

The main action consists of jumping over obstacles such as fences. It takes a little experience to figure out exactly when to launch the Smurf skyward, but overall, it's not too tough a challenge for the younger arcaders.

SNOOPY AND THE RED BARON
Atari
Atari 2600
Category: Kideo/Shoot-out
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $30.45
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 5

Snoopy climbs aboard his Sopwith Camel in an effort to shoot down the Red Baron and recapture the root beer, pizza, ice cream and other treats stolen by the evil aviator.

Each Red Baron must be hit eight times to destroy. As the plane goes down, Snoopy must catch the falling treat before it hits the ground to score bonus points.

The Sopwith Camel can withstand seven hits before it crashes, losing one game life for Snoopy. Between each screen, a "breather" is allotted, but if the player delays too long, the Red Baron steals all the treats and ends the game.

SPACE ATTACK
Atari VCS
Mattel M-Network
Category: Combat
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $29.86
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Strategy and tactics both play an important part in this outer space combat cartridge. Players first use the radar screen to pinpoint alien space squadrons and then switch to a close-up view of the ship-to-ship dogfighting in the void.

SPACE CAVERN
Atari VCS
Games by Apollo
Category: Invasion
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $31.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This successor to the popular *Space Chase* brings the action to the surface of a planet, where a space-suited explorer is about to confront the flying and crawling denizens of a strange new world. Pushing the joystick to the left or right allows you to fire at the shaggy Marsupods which rush out of side caves at your space-farer, while hitting the action button launches a zap at the Electrosauri hovering near the ceiling of the cavern. This unusual control scheme takes some getting used to, but most arcaders will master it after a few rounds of practice.

This is an intensely action-oriented contest. There's lots happening on the screen, and you wont't be able to let your guard down for a minute or you'll have to watch you on-screen hero sizzle inside his suit.

SPACE INVADERS
Atari
Atari VCS
Category: Invasion
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $23.80
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

Space Invaders became *the* biggest craze since the pinball machine when Bally introduced it in American arcades. Atari's version closely resembles the commercial arcade prototype. In this one, 36 aliens arranged evenly in six columns march down the screen toward the player's horizontally-mobile laser cannon, which is located at the bottom of the playfield.

Gamers attempt to keep attacking aliens from landing on Earth by blasting them out of the sky, one by one. The catch is — the aliens are also armed and fire back relentlessly. A player's turn ends when the aliens destroy the cannon, with three such rounds constituting a complete game. If the aliens actually reach Earth, the game stops immediately, regardless of the number of rounds played.

SPACE SHUTTLE
Activision
Atari 2600
Category: Simulation
Number of Players: 1 and up
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

The player can choose to go solo or enlist the aid of co-pilots in this simulation of the takeoff, docking in space, and re-entry of the NASA space shuttle.

The game won't work on the Colecovision or 5200 adapters, because each and every switch on the VCS is transformed into a part of the shuttle's control panel.

A 20-page instruction manual teaches players how to establish coordinates, dock the spacecraft, and re-enter the atmosphere, plus anything else armchair astronauts need to know to avoid an aborted mission.

Three skill levels help the gamer learn the mission gradually.

SPIDER-MAN
Atari VCS
Parker Brothers
Category: Climbing
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $29.86
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Smashing out of the four-color world of Marvel Comics comes the first electronic adventure, starring everyone's favorite friendly neighborhood web-slinger. Guide Spider-Man up the side of the building using the action button to shoot a strand of webbing, which you then direct to the desired point with the joystick. Once the line is properly cast, Spiderman can move along it as directed by the joystick. After the arachnid crime fighter scales the building, it's time to attempt an even more dangerous climb of the even more hazardous high voltage tower, where Spidey must avoid the bombs set by his nemesis, the Green Goblin. If Spider-man catches too many crooks or defuses too many bombs, the Goblin activates the super-bomb. To put this device out of commission, Spider-man must battle the arch-villian himself.

STAMPEDE
Atari VCS
Activision
Category: Target
Controller Type: Joystic
Number of Players: 1
Suggested Retail Price: $23.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Put your hand on the joystick and, in this game, *you* become the cowpoke riding the range along the left edge of the screen. Your job is to rope the various steers that come into view. If you let them get past you and your trusty pony, you lose one of your three game "lives". There are animals in various colors, and learning which ones to chase first goes a long way toward developing a winning strategy for this contest, which is something like Fishing Derby turned on its side and conducted at double-speed.

All is not serene for our cowboy hero, however. The horse may shy if asked to run over a skull, and the occasional black strays which appear on screen present the player with a chance to display some fancy steering and roping talent.

STAR MASTER
Atari VCS
Activision
Category: First-person Piloting/Shooting
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $33.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

There;s a hostile galaxy out there, waiting to be tamed by your intersettlar cruiser. It seems a veritable horde of aliens is threatening key friendly star bases, and it's up to you to battle the enemy or risk annihilation of these strategically valuable stations.

Star Master features two separate game displays. There's a galaxy map which indicates the positions of friendly and enemy forces and is used to plot hyperspace jumps. Once your ship arrives in a sector in which there is alien activity, a flick of the "color/b&w" slide switch on the 2600's console flips over to the tactical screen on which ship to ship battles are actually fought.

STAR TREK
Sega
Atari 2600
Category: SF/Translation
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: Not Available
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This training mission puts the player at the helm of the U.S.S. Enterprise. In the first waves, the gamer must destroy Klingon fleets attacking Federation starbases. If the ship is damaged, a quick docking with a starbase restores lost force.

The second phase requires the helmsman to navigate through a horizontally-scrolling minefield. Successfully passing through it leads the ship to V-Gar, a crazed, mine-laying droid. Destroy it and begin again at a more challenging level of play.

STAR VOYAGER
Atari VCS
Imagic
Category: First-Person Piloting and Combat
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $29.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Unlike most of the programs which involve steering and shooting in outer space, *Star Voyager* is not one of those contests in which a lone cruiser flits from galactic sector to galactic sector in search of tactical battle opportunities. Instead, you're patrolling the spacelanes between the all-important star gates that make interstellar travel possible. Alien marauders will try to attack you as you go from gate to gate, either crippling your ship outright or possibly pulling you so far off course that you won't rendezvous with the next gate. Since refueling takes place at these special locations, failure to accurately guide your vessel from gate to gate will eventually cause you to run out of fuel.

SUICIDE MISSION
Starpath
Atari VCS
ategory: Combat
Controller Type: Joystick (requires Supercharger)
Number of Players: 1
Suggested Retail Price: $19.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

There are shoot-outs set in space, on land and under the sea, but this action-packed cassette postulates the human body itself as the environment in which the hostilities take place. After shrinking down to suitable size, the player must pilot a tiny submarine through the human bloodstream in an effort to reach — and defeat — the source of infection that threatens the host body's heart.

In the deadly struggle, the gamer must fire torpedoes at the germs. Be prepared to watch them split into two, smaller enemies, which must then also be blasted by your metal fish. And then there are some really diabolical germs that can sneak up on you when you least expect them.

SUPER BREAKOUT
Atari
Atari VCS
Category: Ball-and-Paddle
Controller Type: Joystick
Number of Players: 1-4
Suggested Retail Price: $23.80
Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

Super Breakout is probably the greatest redesign of the popular ball-and-paddle contest that first reached arcades several years ago. The cartridge itself, actually contains four games — *Breakout, Double, Progressive* and *Cavity*. All four variations offer an infinite succession of target walls and on-screen scoring that includes both a numerical total and a comment by the computer on each player's skill.

The VCS edition offers a wide array of totally enchanting sounds, which serves as a vehicle for turning a well-respected, but slightly dated program into a wildly contemporary hit. *Super Breakout* for the VCS shows skill, imagination and loving care in its design. Even owners of *Breakout* should give this one a try, because if this one doesn't get you, you can't be got!

SUPER CHALLENGE BASEBALL
Atari VCS
Mattel M-Network
Category: Sports
Controller Type: Joystick
Number of Players: 2
Suggested Retail Price: $29.86
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Not Applicable
Head-to-Head Rating: Excellent
Overall Rating: 9

This cartridge, like its running mate, *Super Challenge Football*, represents the best simulation of the real-life sport for the Atari 2600. Although there are only eight men on each team — no shortstop here — the action is remarkably close to the play of real baseball. You can throw curve balls, steal bases and even work the hit and run play, once you've acquired some familiarity with the relatively simple control system used in this contest.

SUPER CHALLENGE FOOTBALL
Atari VCS
Mattel M-Network
Category: Sports
Controller Type: Joystick
Number of Players: 2
Suggested Retail Price: $29.86
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Not Applicable
Head-to-Head Rating: Outstanding
Overall Rating: 9

This is the best pigskin program currently obtainable for the Atari 2600 and Sears Tele-Arcade systems. Two coaches square off in a nicely detailed simulation that gives each the opportunity to try out numerous offensive and defensive play formations. The greatest strength of *Super Challenge Football* is that each lineman can be individually programmed by the human coach before every play — and all input is handled with a few simple flicks of the joystick!

Atari owners who desire a superb video football cartridge need look no further.

SUPERMAN
Atari
Atari VCS
Category: Adventure
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $23.80
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

A solitaire game requiring a good memory, sharp planning and a bit of hand-eye coordination, *Superman* transforms the gamer into that crime bustin' Man of Steel! As Superman, you are called upon to capture Luthor and his four henchmen, cart them off, one by one, to the metropolis jail, and rebuild the city's bridge as quickly as you can.

The on-screen hero, naturally, has super strength, super vision and the power of flight to help him in timing his moves. But always remember to be wary of the Kryptonite bombs, for they can rob Sups of his special powers, that only Lois Lane can restore by her touch.

SURROUND
Atari
Atari VCS
Category: Line-Building
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $9.50
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Excellent
Solitaire Rating: Fair
Head-to-Head Rating: Excellent
Overall Rating: 8

Players of *Surround* use a joystick to steer a small square across an otherwise blank field. The square generates a line in its wake, and the object is to keep your line growing. This is accomplished by avoiding any touching of the playfield boundary, your opponent's line or your own. The "head" of each line moves constantly, picking up speed during the course of a round.

The game can be played solo (variation #4 is best), but this does more for developing gamers' steering proficiency, rather than overall strategy. The computer just tries to avoid mistakes and doesn't play as aggressively as a "live" foe.

SWORDQUEST (EARTHWORLD & FIREWORLD)
Atari
Atari 2600
Category: Adventure Trilogy/Multi-Scenario
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Poor
Graphics Rating: Poor
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 4

These are the first two entries in a projected series of adventures that must be played in sequence — that is, to solve the second, information from the initial contest's solution is vital. *Earthworld* pits arcaders against Taurus' Pit, Spears of Sagittarius and a waterfall in Leo's jungle. *Fireworld* takes on the hotter play elements to challenge adventurers and each game comes with a DC-produced comic book that serves as an aid in turning up clues.

The first player to solve the entire series will win valuable prizes from Atari.

TENNIS
Activision
Atari VCS
Category: Sports
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $23.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Outstanding
Overall Rating: 9

A trapezoidal playing field separates this cartridge from the raft of *Pong*-type games which preceded it. The illusion of depth, heightened by the fact that the ball actually cases a shadow in flight, is surprisingly convincing, even with the sparse graphics standard for 2600-compatible programs.

Despite the apparent simplicity of *Tennis*, the action is a fairly satisfying recreation of the real-life net sport. You can rush the net, run for baseline-gunning shots and so forth. The direction the ball takes is determined by the point it strikes on the player's racket, though the program will automatically hit the ball whenever this is possible without the arcader having to do anything to initiate the swing.

TAPE WORM
Atari VCS
Spectravision
Category: Line-Building
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $21.86
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 5

Steering is the ability most important to achieving a high score in this game. The player employs the joystick to direct Slinky the snake around the playfield in such a way that the serpent's head intersects the little square targets. Hitting a target lengthens the snake, making maneuvering within the confines of the playfield progressively more difficult. There are also added worries in the form of a spider and a bird, which are deadly to your snake.

THRESHOLD
Tigervision
Atari VCS
Suggested Retail Price: $29.95
Category: Invasion
Number of Players: 1-2
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

The hallmarks of this invasion contest are that the opposition consists of a succession of different types of aliens, each attacking with a specific strategy, and that the player's cannon be moved vertically within the lower third of the playfield, as well as along the horizontal axis.

Threshold originally had appeared as a disk for the Apple II from Sierra On-Line Systems, and that company produced the translation for the 2600 appearing under the Tigervision banner. The result: a cartridge that plays very much like the computer-game original.

TRICKSHOT
Atari VCS
Imagic
Category: Sports
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $22.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Even if you don't have room for a full-size pool table in your home or apartment, you can get a taste of green felt action with this change-of-pace cartridge. Rather than concentrating on recreating a full-blown version of pool, this cartridge stresses the highly intricate, multi-carom shots that give the real sport so much of its popularity.

The gamer uses the joystick to line up the angles for each trick shot, and then employs the action button to determine the strength with which the cue will impact the ball.

TUNNEL RUNNER
CBS
Atari 2600
Category: Maze/Task-Completion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $25.00
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Players are granted both overhead and first-person perspective as they attempt to move through a monster-filled labyrinth and escape, only to find themselves in a more convoluted and challenging configuration.

This is one of the new CBS-created 2600 cartridges featuring additional built-in RAM.

TURBO
Atari VCS
Coleco
Category: Driving
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $29.90
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

The premiere road-racing coin-op of all time — well, at least so far — comes to the Atari 2600 in a version that is surprisingly similar to the full-stroke original. Oh, the multi-screen scenary that you motor through as you attempt to log miles, pass cars and avoid collisions with the ambulances aren't nearly as good as what you saw in the commercial game parlors from Sega, but a 2600-compatible cartridge has seldom looked better.

VENTURE
Atari VCS
Coleco
Category: Adventure
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $29.90
Audio Rating: Good
Graphics Rating: Good

Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

You're the dauntless adventurer Winky in the VCS edition of this quest for treasure in a multi-floor, multi-room dungeon. Each room has a different type of guardian for its treasure, so this is one cartridge that you'll be learning to play a little bit at a time as you progress further and further into the program as your skill grows.

Winky has a powerful weapon in his bow and an inexhaustible quiver of arrows. Contact with the body of one of the creatures, even if it is already dead, is fatal to Winky, so careful steering in confined spaces becomes a continuing necessity. Actually, really skillful players can often dart into a room, snatch the treasure and escape out the door without even having to battle any of the nasties.

VIDEO CHESS

Atari
Atari VCS
Category: Classic Strategy
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $26.95

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Not Applicable
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

Video Chess, offering eight levels of play, can give even the best pawn-pusher a challenge. One of the levels is designed to help beginners learn the basics. The difference among the levels is that the computer progressively gets more time to develop its moves. The game responds within 10 seconds at level one, but the machine can take as much as *10 hours* per move at level seven.

Players position a joystick over the piece they want to move. After pushing the red button to engage the mechanism, the player guides the piece to its new square.

Unfortunately, Atari made no provision for using *Video Chess* with two human players, letting it simply replace a regular set of chessmen and board. Aside from that, *Video Chess* is a game that any video/chess enthusiast should find rewarding for many hours of gaming enjoyment.

WARLORDS

Atari
Atari VCS
Category: Ball-and-Paddle
Controller Type: Joystick/Paddles
Number of Players: 1-4
Suggested Retail Price: $31.95

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Outstanding
Solitaire Rating: Fair
Head-to-Head Rating: Excellent
Overall Rating: 8

Warlords places the gamer in a medieval setting where the object is to batter down the walls of the opponent's castles and slay the monarchs inside. If a gamer winds up becoming the last surviving warlord, he'll earn himself a point, and if he wins five such battles, will go on to win an overall victory.

Warlords blends elements from *Breakout* with the more traditional ball and paddle games, to manufacture an exciting cart, playable by up to four gamers.

WIZARD OF WOR

CBS Videogames
Atari VCS
Suggested Retail Price: $29.95
Category: Maze-Shoot-out
Number of Players: 1-2

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Outstanding
Overall Rating: 9

Like the other home editions of the Midway coin-op, this *Wizard of Wor* cartridge is fun to play solo, but an absolute blast when two gamers get together to try it at the same time. Each player controls a warrior, which is moved around a maze with the joystick, and fires with a touch of the action button. Moving through the maze are a variety of hostile creatures, including some invisible ones that must be tracked on the secondary "radar" display, located just beneath the main one.

The nasties are basically trying to trample the heroes underfoot. If the entire maze is cleared, there is a chance for a series of bonus encounters, including one with the evil wizard (who shoots first and asks questions later).

YARS' REVENGE

Atari
Atari VCS
Category: Combat
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $31.95

Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 5

In *Yars' Revenge*, not only should the accompanying instructions be read, but so should the excellent comic book that comes in the package. The intro recounts the saga of the Yars', a peace-loving insectoid nation, whose main object, as well as the gamer's, is to protect their planet from the relentless attack of the dreaded Qotile. The Qotiles are no pushovers, so you must be especially prepared when taking them on.

The comic book intro gives the game a strong context, making the human player a character in a sci-fi space opera, while the play mechanic is easy to learn.

ATARI 5200

ASTROCHASE

Parker Brothers
Atari 5200
Category: SF/Shoot-out/Multi-directional Scrolling/Task-Completion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $27.95

Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Fernando Herrara's classic computer SF shoot-out from Astrochase has been licensed by Parker for the Atari 5200 and the translation offers everything the original did, with the exception of one or two intermission parades (which conclude each successful defense of the planet Earth).

Using a new type of thrust-propulsion system, players can move their ship in one direction and fire in the other, while defending earth from a variety of space-borne alien assault troops. Most deadly of these are the floating space mines, pulled inexorably toward Earth by our planet's own gravitational pull. Should so much as a single mine hit Terra it goes boom in an incredible graphic display of ultimate destruction.

BASEBALL

Atari
Atari 5200
Category: Sports
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $32.95

Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Outstanding
Overall Rating: 10

Tops in arcade-action hardball simulation features choices of pitches, half-swings, bunts or round-house whiffs. Every nuance of the action elements of the summer sport are here, presented via a behind-the-plate bird's eye view.

The audio-graphic touches are considerable. An announcer calls every pitch and play and even the crowd rises to give a standing ovation on outstanding plays.

BERZERK
Atari
Atari 5200
Category: Maze Shoot-out/
Multi-Scenario
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $32.95
Audio Rating: Outstanding
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Everything in the coin-op is here, including the voice of the master robot, threatening, hurling orders and goading fleeing humans to "Fight like a robot!"

Gamers move through a complex of mazes, battling it out with gun-toting autamatons in hopes of cleaning out the sector before that horrible, round face of Evil Otto comes waltzing on-screen.

BUCK ROGERS: PLANET OF ZOOM
Sega
Atari 5200
Category: SF/Multi-Scenario/Combat
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: Not Available
Audio Rating: Poor
Graphics Rating: Fair
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 3

Players take on a first-person perspective as they move through a series of challenges, consisting initially of simple avoidance and moving on to confrontational combat. Alas, every three scenes effectively end the novelty as the gamer must then return to the initial level, albeit at a somewhat more advanced level.

Highly repetitive action destroys much of what made the coin-op a success.

CENTIPEDE
Atari
Atari 5200
Category: Invasion/Target
Number of Players: 1-2
Controller Type: Joystick/Tracball
Suggested Retail Price: $33.00
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 6

Centipede brings "cute game" graphics to the invasion genre with magnificent results, particularly in this 5200 edition of the design that did so well for Atari as a coin-op. You have a cannon which can move back and forth across the bottom of the screen or vertically within the lower quarter of the display. Sinuous, multi-segment centipedes begin to wend their way down the screen between the rows of mushrooms. The goal is to blast the insects, segment by segment, while keeping clear of such added menaces as the pouncing spider which bounds across the screen periodically.

This is a faithful translation of the original, and *Centipede* partisans should be delighted by the home version's graphics and play-action.

CHOPLIFTER!
Atari
Atari 5200
Category: Scrolling Shoot-out/
Task-Completion
Number of Players: 1
Controller Type: 2-Button Joystick
Suggested Retail Price: $00.00
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

The player pilots a chopper into enemy territory on a mission to rescue 64 Americans being held hostage. Hostile tanks, fighter planes, and smart bombs bombard the chopper and the hostages alike, and it takes sharp shooting and even sharper strategy to survive each successive sortie.

The chopper cah hold 16 passengers at a time; each time it's shot down, everyone aboard is killed. In addition, players must find a method of freeing hostages locked in the compound's building.

CONGO BONGO
Sega
Atari 5200
Category: Cute/Task Completion/
Jumping/Dual-Scenario
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: Not Available
Audio Rating: Fair
Graphics Rating: Poor
Play-Action Rating: Poor
Solitaire Rating: Poor
Head-to-Head Rating: Not Applicable
Overall Rating: 2

Players act the part of a Stanley-type explorer setting out to capture a group of coconut-hurling simians, vaulting waterfalls and scaling stone steps. Graphic inadequacies make the game a genuine eye-strain, however, and needlessly complicate what served as an admirable coin-op.

DEFENDER
Atari
Atari 5200
Category: Scrolling Shoot-out/SF
Number of Players: 1-2
Controller Type: Joystick/Keypad
Suggested Retail Price: $33.00
Audio Rating: Excellent
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

Williams' science fiction extravaganza ushered in a new era of all-out action when it hit the commercial game parlors, like a thunderbolt, a couple of years ago. The scrolling shoot-out genre has spawned many other titles since then, but *Defender* has justly earned a place as a "players" game.

You command a highly-maneuverable spaceship that has free movement over the playfield. Your mission is to save the human survivors of a devastating attack, while battling whatever aliens that seek to prevent you from completing this mercy mission. Your ship sports two major weapons: there's a nose-mounted laser cannon for ordinary flights and a limited number of "smart bombs" that can wipe the screen clear of opposition in a single blow.

DIG-DUG
Atari
Atari 5200
Category: Cute/Digging/Multi-Scenario
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: Not Available
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

The gamer controls "Dig-Dug", an industrious critter who tunnels into the ground and does battle with the many denizens that dwell in those regions. These ghoulies can be dealt with either in direct confrontation, in which Dig-Dug uses his tongue (activated by depressing the action button rapidly) to pump and eventually blow up the attacking nasty. An ever-more lucrative option involves luring a pursuing enemy under one of the pieces of fruit located strategically across the playfield. Move close beneath the fruit and watch it bonk the villain or your tail as he passes beneath it.

When all the enemies save one are rubbed out, make a bee-line for the top left hand corner of the screen so he doesn't get away!

FROGGER
Parker Brothers
Atari 5200
Category: Translation/Task Completion
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $27.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

The player controls a little frog who has to hop through the traffic on a five-lane highway, then cross a log-filled river to reach his home lily pad.

Being hit by a car, falling into the water, or being atop a diving turtle when it submerges all cost the gamer one turn. A hungry croc also pops up randomly in one of the froggie's five home lily pads, and touching it proves fatal.

Escorting home a lady frog (found on a floating log in the river) earns the gamer bonus points.

GALAXIAN
Atari

Atari 5200
Category: Invasion/Target/SF
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $33.00
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 6

Unlike the other titles in Atari's first batch of cartridges for its 5200, *Galaxian* had never before been available for any other Atari game-playing system. Although the program has much to recommend, this *Galaxian* just doesn't create the same ambiance as the Midway pay-for-play arcade machine. When the winged creatures break out of their formation, they chug on down the playfield toward the gamer's cannon, instead of gracefully swooping as proper *Galaxian* nasties should.

Even so, *Galaxian* remains a refreshing sequel to *Space Invaders*. Getting rid of the lock-step formation that dominates *SI* boosts the excitement level of *Galaxian* tremendously, and makes it quite a bit more difficult to master.

JOUST
Atari
Atari 5200
Category: Translation/Multi-phase
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $24.00
Audio Rating: Good
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Outstanding
Overall Rating: 9

One or two players mount their barded birds-o'-war and take to the skies in a fantasy joust. Whenever two knights meet, the higher flier wins the point, while the loser is destroyed.

Each time a player vanquishes a computer-controlled foe, the dying knight drops an egg. Catch it for extra points before it hatches into a brand-new knight. Also, beware of the pterodactyl — only a lance straight to the face can kill it.

At higher levels of play, gamers also must watch their steps to avoid the lava pools on the sides of the floor. While the pools can be safely flown past, landing or walking there gives the knight a lethal hotfoot.

MOON PATROL
Atari
Atari 5200
Category: Cute/Invasion/Jumping/Target/SF
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: Not Available
Audio Rating: Outstanding
Graphics Rating: Good
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

It's cute, it's science fiction, it's got hovering invaders, boulders to blow up and pits to vault — *Moon Patrol*, designed from the Williams coin-op, uses a potpourri of play mechanics that will leave players astounded.

Gamers move horizontally over a lunar terrain, blowing up oncoming obstacles, leaping over chasms and, eventually, firing up at swooping alien craft. Distance is charted top-screen while hypnotic music plays madly in the background.

MOUNTAIN KING
CBS Software
Atari 5200
Category: Adventure/Task Completion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $30.00
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Somewhere at the bottom of a hollowed-out mountain stands a lost temple. To reach it, the player must first capture the elusive Flame Spirit and present it to the Skull Spirit that guards the temple's entrance.

To catch the Flame Spirit, the gamer must first collect enough of the diamonds that litter the pathways. Then, faint theme music signals the presence of the invisible, dancing Flame. The louder the music, the closer the adventurer is to the Flame Spirit. (It can only be seen in the glow of the hero's flashlight.)

After capturing the Spirit and entering the Temple, the gamer must put on the crown hidden on the altar inside and take it to the top of the mountain, where the Eternal Flame burns. But guardian bats swoop down, and if they touch the hero, they steal back the crown, returning it to the temple altar.

MS. PAC-MAN
Atari
Atari 5200
Category: Cute/Maze-Chase/Goble/Multi-Scenario
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: Not Available
Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

Everything that *Pac-Man* has, his bow-burnished bride has in spades. Three different mazes, multiple scrolling tunnels, moving bonus objects and even a series of intermissions *with continuity!*

After clearing three boards, P-M and Ms. P-M meet, and kiss. This first act is dubbed: "They Meet". By the time the final intermission is over, a bouncing baby Paccy is brought on screen by a stork!

Music, graphics, play action are all non-pareil among 5200 software.

PAC-MAN
Atari
Atari 5200
Category: Cute/Maze-Chase/Gobble
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: Not Available
Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Except that the coin-op *Pac-Man* is layed long-side-up, this is a virtual clone of that arcade classic. Players move the insatiable muncher through a maze of dots, pursued by Inky, Blinky, Pinky and Clyde, the Pac-Man devouring ghosts who guard the power pellet maze. Paccy can escape through a scrolling tunnel at top center and bottom center of the screen and the tables are turned — P-M can eat the suddenly cowardly spooks after devouring one of the four quarter-positioned super dots.

Classic translated version of a seminal videogame, with only the 5200 joysticks presenting a controller problem to novices. Complete with intermissions.

POLE POSITION
Atari
Atari 5200
Category: Racing
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: Not Available
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Video Mario Andrettis choose from three racing courses then listen to the blare of trumpets announce the commencement of the qualifying round. Your position in this preliminary run determines the desirability of the gamer's position in the actual event.

An authentic racing contest that, unlike, for example, *Turbo*, offers graphics cotton candy as a reward for surviving the battle with the computer-driven "road warriors."

The real thing, with joystick-operated steering.

POPEYE
Parker Brothers
Atari 5200
Category: Translation/Multi-scenario
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $27.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This three-screen climbing contest challenges Popeye to catch all the kisses thrown by Olive Oyl, who's perched at the top of the screen. His task is made harder by Brutus, who stalks along the multi-level playfield, hoping to knock the sailorman out. (Brutus can even reach up or down one level.) The Sea Hag also tries to bar the path of true love by hurling bottles at our hero.

Popeye can eliminate a bottle by punching or ducking it, but must eat his spinach (it appears briefly on each screen) to turn the tables on Brutus. When energized by the green stuff, Popeye can punch Brutus back to the bottom of the playfield, if he can catch him.

Q*BERT

Parker Brothers
Atari 5200
Category: Translation/Color-changing
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $27.95

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

The object of the game is to change all the blocks on a pyramid to a different color by jumping on each cube, without getting caught on a block by a monster or jumping off the edges of the cube.

After Coily has hatched, the player can get rid of him by leading him to the edge of the playfield, then jumping on one of the two flying disks. As soon as Q*bert is safely aboard, Coily — and any other monsters on the pyramid — are wiped off the screen. The disk places Q*bert at the very top cube of the pyramid.

At higher levels, Q*bert has to change the cube colors twice — and try to snag the creature that turns the blocks back to their original colors, before it does too much damage.

QIX

Atari
Atari 5200
Category: Box-building
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: Not Available

Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

Impeccable translation of Taito's coin-op cult classic in which players must fill in, or pre-empt a predictated portion of a blank playfield with boxes and rectangles drawn at either fast or slow speed, using a cursor (boxes drawn slowly are more valuable) while dealing with a variety of swirling, perimeter-patrolling and dawdler-destructors. The Styx are the whirling sequence of ever-longer lines which spin through the screen area, intimidating the player-controlled Qix.

Win a few rounds and you get to face *two* Styx! These, however, can simply be separated by a Qix-line, and each time this is accomplished the number of points eventually scored once the player pre-empts enough of the screen, are exponentially increased.

SOCCER

Atari
Atari 5200
Category: Sports
Number of Players: 2
Controller Type: Joystick
Suggested Retail Price: $32.95

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Not Applicable
Head-to-Head Rating: Excellent
Overall Rating: 7

In this horizontally-scrolling soccer simulation for two players, passing is used extensively, with the human coach controlling the player with the ball. As in all soccer simulations, the player with the ball cannot run as fast as a defender without it, so it takes some fancy footwork to make an end run alone. Use teamwork — the computer will spread out the offense, defense and midfield in good form.

Goalies are computer controlled and harder to beat than Hubert Birkenmeir with bionic limbs.

SPACE INVADERS

Atari
Atari 5200
Category: Invasion/Target/SF
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $24.25

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 5

Players and purists will possibly arrive at sharply divergent opinions of this cartridge. It certainly isn't the time-honored invasion game with its familiar visuals, yet the play-action is not too far from the Midway coin-op. Atari has justly elected to adapt its 400/800/1200XL *Space Invaders* program for this "third wave" system, rather than choosing to enhance the equally excellent (and more traditional looking) VCS version.

This one is best distinguished by a tall spaceship which is located on the left side of the playfield. If this craft, from which the aliens issue at the start of each round of play, touches the surface of the planet, the game ends immediately.

STAR RAIDERS

Atari
Atari 5200
Category: SF/Task Completion/
Combat/Strategy
Number of Players: 1
Controller Type: Joystick/Keypad
Suggested Retail Price: $28.50

Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 6

In the opinion of many, Atari's *Star Raiders* for its 400/800/1200XL personal computer systems is the single greatest video space contest of all time. Certainly, it represents the highest level yet attained by the "trek" type programs, in which the gamer is at the controls of a lone spaceship that must cruise throughout the galaxy destroying threatening aliens.

This 5200 edition is surely worthy of that illustrious reputation. It has most of the features, including the skillful blending of strategic and tactical aspects into an endlessly fascinating two-level simulation.

STAR TREK

Sega
Atari 5200
Category: SF/Translation
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: Not Available

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

This "training mission" lets gamers take the helm of the U.S.S. Enterprise. The first waves pit the player against waves of Klingon fleets attacking Federation starbases. If the ship is damaged, a quick stop at a starbase restores some lost force.

The second phase requires helmsmen to navigate through a horizontally-scrolling minefield. Successfully pasing through the field brings the Enterprise face-to-face with a crazed, mine-laying droid. Destroy it and begin again at a more challenging level of play.

SUPER-BREAKOUT

Atari
Atari 5200
Category: Target/Ball-and-Paddle
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $24.25

Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Poor
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 3

Four different versions of the classic wall-bashing contest are included on this cartridge. Options include balls which begin the round, trapped inside the walls, walls that march down the playfield, double paddles and a somewhat souped-up version of the original *Breakout*.

The only real problem with this otherwise outstanding game results from the limitation of the Atari 5200 controller. It is simply too hard to get the paddle to cover the entire screen from edge to edge, because of the overly strong tension on the stick shaft. This causes many a ball to slip past the player's guard.

Other than that, the 5200 edition of *Super-Breakout* is generally similar to the one previously published for the Atari 400/800/1200.

TENNIS

Atari
Atari 5200
Category: Sports
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: Not Available

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Outstanding
Overall Rating: 8

A total simulation of tennis action uses the play-mechanic wherein the portion of the stick which strikes the ball on the volley dictates the speed and direction in which it will travel.

The crowd jeers, the balls "pong" and the computer plays a game that would make Jimmy Conners shudder.

COLECOVISION

B.C.'s QUEST FOR TIRES
Sierra On-Line
Colecovision
Category: Cute/Adventure
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $39.95

Audio Rating: Fair
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Thor, son of Johnny Hart's popular B.C. comic strip, takes to his wheel in an effort to save the Cute Chick from a hungry dinosaur.

To reach her, he must leap past rocks and holes in the ground; ford a river while avoiding the Fat Broad's club; jump over logs and duck low-hanging branches; cross a chasm by clinging to the dooky bird; avoid lava chunks spewed by a volcano; get past the dinosaur's gaping jaws while leaping from one diving turtle's back to another; and avoid stalagtites in the bronto's lair.

CAMPAIGN '84
Sunrise Software
ColecoVision
Category: Political
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $00.00

Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Excellent
Overall Rating: 8

This multi-phase cartridge turns presidential electoral politics into an engaging action-strategy contest for one or two candidates. After selecting party and issues, the players barnstorm across a map of the U.S. to collect money from fund-raisers while avoiding bad press. Then the candidate must travel to each state and by moving through crowds of hand-shaking voters, gain popularity. Finally, it's time for election day, and the returns come in just the way they do in real life — sweeping across the country from East to West.

Carnival
ColecoVision
Coleco
Category: Target
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $33.95

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This is the definitive video shooting gallery, inspired by the type of multi-target extravaganzas that used to be commonplace in carnivals and large game parlors not so many years ago. The player uses an on-screen gun, which can be moved from side to side with the joystick, to fire at ducks, rabbits, oqls pipes and other traditional marks. Failure to dispose of the ducks before they get too low on the screen can reduce the shooter's bullet supply, because the bird will seemingly come to life and make a meal of the valuable projectiles.

Bonuses and penalties, either points or bullets, appear periodically in boxes located toward the top of the playfield.

CENTIPEDE
Atarisoft
Colecovision
Category: Cute/Invasion
Number of Players: 1-2
Controller Type: Joystick/Trackball
Suggested Retail Price: $49.95

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Available
Overall Rating: 9

This slightly souped-up version of the classic bug-out moves faster than its coin-op cousin — even on the easiest of three skill levels. Still, it's simple enough for a novice without sacrificing the fast-shooting action that fans have come to know.

As in the arcade game, the player controls a bug-blaster that moves freely around the bottom portion of the screen, firing up at mushrooms and at centipede sections that criss-cross the screen. Each time the insect's head touches a mushroom, the centipede descends one level. The flea, which creates mushrooms, and the spider, which eats them, behave like they do in the coin-op. So does the dragonfly, which poisons all the mushrooms it touches, causing any centipede which comes into contact with it to rush to the bottom of the screen.

Hit a centipede's head, and the next section becomes a new one. Hit one in the middle and the bug splits into two smaller creatures.

COSMIC AVENGER
ColecoVision
Coleco
Category: Scrolling Shoot-out
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $33.95

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Take command of a highly maneuverable rocket plane and try to run the gauntlet of this cartridge's three exciting scenarios. You start by flying over a city bristling with anti-aircraft guns and rockets, continue by dueling with tanks on the ground assisted by UFOs in the sky and finish up with an undersea journe made perilous by submarines, submerged batteries, mines and more.

DONKEY KONG
ColecoVision
Coleco
Category: Climbing
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $33.95

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

As Mario the intrepid maintainence man, you must climb the ladders of the first screen to get to where a giant ape holds your girlfriend captive. To continue pursuit of the gorilla on the second screen, Mario must remove the bolts which hold Donkey Kong's perch in place. Finally, if Mario successfully negotiates the elevators of the third play screen, he frees the kidnap victim and starts once again at a higher skill level.

Mario can deal with hazards, such as the barrels which roll along the girders of the half-completed skyscraper during the opening scenario, in two ways. He can either jump over them by hitting the action button or smash them with one of the hammers placed strategically around the playfield.

DONKEY KONG JUNIOR
Coleco
Colecovision
Category: Climbing/Multi-Screen/Translation
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $30.00

Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This popular sequel to *Donkey Kong* features three screens of climbing and dodging action. Now it's Mario who has the upper hand. He's caught the gigantic gorilla and put him in a cage. Donkey Kong Junior, a pint-sized chip off the old block, must rescue his daddy by obtaining keys that unlock the cage. A host of jungle creatures snap their jaws at his hide whenever its within range, but the Simian Son can bonk them with fruit.

FROGGER
Parker Brothers

Colecovision
Category: Jumping/Cute
Number of Players: 1-2
Controller Type: Joystick (1-button)
Suggested Retail Price: $27.95
Audio Rating: Outstanding
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

The object, in this enduring classic, is to guide frogger across a busy highway and a river with a fast current to his home in one of the bays at the top of the screen. A time band located below the main display ticks off approximately 25 seconds, and it'll cost you one of your three frogs if it reaches zero before the amphibian arrives in one of the bays.

Hopping across the river on logs and the backs of turtles is the trickiest maneuver in the game. The turtles are safe landing spots when they're tan, but blue denotes a diving turtle. And if frogger is riding piggyback when one submerges, he's on his way to some French restaurant's dinner menu.

GORF
Coleco
Colecovision
Category: SF/Invasion/Multi-Scenario/ Translation
Number of Players: 1-2
Controller Type: Joystick (1-button)
Suggested Retail Price: Not Available
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Like all other home versions, this edition presents four of the five screens which the Midway coin-op featured, lacking only the phase reminiscent of *Galaxian*. The player uses a cannon/ship located near the bottom of the screen to repel the invasion from the Gorfian Empire.

First the player must defeat a phalanx of invaders. Next comes a small fleet including divebombing drone ships. Third is the attack against the Gorfian deep space fleet which materializes out of a giant vortex. Finally, there is a confrontation against the Mothership, which must be whittled away by a succession of hits.

GUST BUSTER
Sunrise Software
Colecovision
Category: Flying/Cute
Number of Players: 1
Controller Type: Joystick (2-button)
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This unusual program conveys much of the feel of piloting a sometimes-unwieldly hot air balloon. Instead of employing the joystick, the Colecovisionary utilizes the joystick buttons to make the balloon gain and lose altitude. The height on the screen relative to the ground determines which wind currents affect the lighter-than-air-craft. By catching the right drafts, the player must steer the balloon through an obstacle course which consists of an amusement park and its various attractions.

The game's attractive graphics and unique play-mechanic make it an unusual and distinctive challenge.

LADY BUG
ColecoVision
Coleco
Category: Maze-Chase
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $33.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Lady Bug offers a combination of maze-chase strategy and pinball-type scoring. You must move your lady bug through the maze to collect the dots while avoiding any contact with the deadly, though stationary, skulls or the equally lethal, but mobile, insects. The lady bug has a powerful weapon in the form of the ability to move turnstiles built into the playfield to alter the shape of the maze corridors at will.

The bonus point system is straight out of the world of flipper games. Spelling out the words "Special" or "Extra" confers, respectively, a bushel of point or an extra lady bug, and there are also 2x, 3x and 5x bonus multipliers.

Lady bug gives more scope for strategy than many other maze chase contests, and it's not quite as dependent on hand-eye coordination than most other titles within this genre.

MINER 2049ER
Micro Fun
Colecovision
Category: Climbing and Jumping/ Multi-Scenario
Number of Players: 1-2
Controller Type: Joystick (1-button)
Suggested Retail Price: Not Available
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Fair
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Bounty Bob, the intrepid Mountie, can only get his man, Yukon Yohan, by thoroughly exploring the 11 stations of Nuclear Ned's abandoned mine. The on-screen character completes a playfield by covering every inch of the horizontal beams, using ladders, slides, lifts, elevators and even in one case a cannon, to get from one elevation on a field to another. A countdown clock ticks off the limited amount of time available for performing this feat. Unelapsed time is credited as a bonus.

Radioactive mutants patrol the mine sections and can kill Bob with one touch. The lawman can, however, touch one of the mining implements and, for a brief period, turn the tables on the mutants.

This is one of the toughest editions of *Miner*, owing primarily to the fast movement speed of on-screen objects and some command-control sluggishness. The visuals are good, though a trifle squat-looking, as is the case with many cartridges for the Colecovision.

MOUSE TRAP
ColecoVision
Coleco
Category: Maze-Chase
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $33.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

A special overlay which slips over the ColecoVision controller's keypad enables the arcader to open and close the on-screen, color coded gates in such a way as to reshape the maze-playfield and thwart the pursuing kittens. Eating one of the four bones gives the mouse the ability to turn into a ferocious dog which can turn the tables on the felines. This transformation is accomplished by hitting the appropriate spot on the keypad. A hawk capable of flying over the maze walls to catch the mouse is another danger threatening your rodent. One possible tactic is to duck into the labyrinth's center square, which instantly transfer you to one of the four corners, often safely out of harm's way.

NOVA BLAST
Imagic
Colecovision
Category: Scrolling Shoot-out/Multi-phase
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $39.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

The player controls a jet fighter charged with the task of defending island cities. A small scanner at the top of the screen shows where the enemies are.

Each time a flying meanie attacks a city, a warning tone sounds.

by their dome-shaped energy shields, but each time the shield is hit it weakens, and its color darkens. When the shield is gone, the city itself is vulnerable to attack.

The player can replenish shields by drawing energy from a power line. Then, simply bring it to the damaged city and feed it in. The shield will lighten to reflect its new status.

Bonus points are awarded at the end of each attack wave, the number varying according to the number of cities left and each one's current damage. The game ends when the last city is destroyed.

PEPPER II
Coleco
Colecovision
Category: Maze-Chast/Translation
Number of Players: 1-2
Controller Type: Joystick (no buttons needed)

Suggested Retail Price: Not Available

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Devil or angel, Pepper can't quite make up its mind as he races along the zipper track of this multi-screen maze. The roaming eyes and, starting with skill level #2, the Zipper Ripper, thwart attempts to encircle rooms with zipped-up track.

Bonus objects are won by zipping up the tracks which define their area of the display. When a pitchfork is coralled in this fashion, Pepper turns briefly into a little devil and can catch the eyes for bonus points. The Zipper Ripper is also frozen during this devilish period.

Musical themes keep things lively — and must be attended to carefully, since they also herald the beginning and end of special phases of the game like "devil time."

PITFALL

Activision
Colecovision
Category: Mission Completion
Number of Players: 1
Controller Type: Joystick (1 button)
Suggested Retail Price: $34.95

Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

David Crane's Pitfall Harry is a jungle explorer who must get past danger after danger in his quest for riches and adventure. The general course of play has Harry moving from right to left either on the surface or in the tunnels which lie beneath the apparent floor of the jungle. Typical action might involve Harry swinging across a tar pit on a vine or, perhaps, running along the ground with the perfect timing needed to avoid the waxing and waning quicksand pit.

Pitfall is an action quest that should find its greatest appeal among those who enjoy games in which delicate timing and quick thinking count as heavily as a supple touch with the joystick.

PITSTOP

Epyx
Colecovision
Category: Racing
Number of Players: 1
Controller Type: Coleco Steering Wheel or Joystick
Suggested Retail Price: $53.00

Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Video rading contests in the traditon of *Pole Position* are becoming increasingly popular with arcaders, and Epyx's *Pitstop* allows Colecovision owners to get in on the racing fun.

The game begins with a freeze-frame depiction of a high-powered racing vehicle at a pitstop, being prepared to enter, or re-enter, the big race. Next comes the qualifying round, in which gamers use either the Coleco driving wheel module or a standard joystick to gain position for the actual event. The action button serves as the gas pedal, with the secondary toggle acting as a brake.

POPEYE

Parker Brothers
Colecovision
Category: Translation/Multi-Scenario
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $27.95

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This three-screen climbing contest challenges Popeye to catch all the kisses thrown by Olive Oyl, who's perched at the top of the screen. His task is made harder by Brutus, who stalks along the multi-level playfield, hoping to knock the sailorman out. (Brutus can even reach up or down one level.) The Sea Hag also tries to bar the path of true love by hurling bottles at our hero.

Popeye can eliminate a bottle by punching or ducking it, but must eat his spinach (it appears briefly on each screen) to turn the tables on Brutus. When energized by the green stuff, Popeye can punch Brutus back to the bottom of the playfield, if he can catch him.

Q*BERT

Parker Brothers
Colecovision
Category: Translation/Color-changing
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $27.95

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

The object of the game is to change all the blocks on a pyramid to a different color by jumping on each cube, without getting caught on a block by a monster or jumping off the edges of the cube.

After Coily has hatched, the player can get rid of him by leading him to the edge of the playfield, then jumping on one of the two flying disks. As soon as Q*bert is safely aboard, Coily — and any other monsters on the pyramid — are wiped off the screen. The disk places Q*bert at the very top cube of the pyramid.

At higher levels, Q*bert has to change the cube colors twice — and try to snag the creature that turns the blocks back to their original colors, before it does too much damage.

QUEST FOR QUINTANA ROO

Sunrise Software
ColecoVision
Category: Adventure
Number of Players: 1
Controller Type: Joystick (2-button) with Keypad
Suggested Retail Price: $00.00

Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This multi-part, multi-screen adventure chronicles the fortunes of explorer Yucatan Sam, who must explore the 50 separate rooms within the temple of Quintana Roo in a search for the keys that will unlock the treasure vault. There are enemies lurking in the labyrinth, but timely use of Sam's gun and/or acid-filled flasks can generally save the day.

The control system is ingenious. It assigns functions such as drawing the gun, dropping an item and so forth to individual numerical keys on the pad. Once the player masters a simple code, a surprising range of actions is possible.

RIVER RAID

Activision
Colecovision
Category: Scrolling Shoot-out
Number of Players: 1-2
Controller Type: Joystick (1-button)
Suggested Retail Price: $34.95

Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Carol Shaw's vertically-scrolling air-to-ground combat contest comes across well in the edition for this system, though response to the stick, could, as always, be a little zippier. The player pilots a low-flying strafing plane up a long river of no return that's bristling with all kinds of enemy weaponry.

The player gets four jets, available one at a time, with replacements awarded every 10,000 points. Depending on the difficulty setting, the game starts at the comparatively easy bridge #1, the challenging bridge #50, or at pre-selected points in-between. Besides shooting the helicopters, planes, ships and balloons that bar your way, the jet must overfly fuel dumps periodically or run out of power.

SMURF (Rescue)

ColecoVision
Coleco
Category: Adventure
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $30.50

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This is every arcader's opportunity to experience life as part of a Saturday morning cartoon. The object is to run and jump through the dangers along the route to Gargamel's Castle and, once there, rescue the Smurfette who is held prisoner. Most of the play-action involves jumping over obstacles that get in the hero's way on the journey along the paths and through the bat-infested cavern to the forbidding castle.

Smurf Rescue is simple enough for the youngest arcaders at its most basic skill setting, but can challenge any adult at the higher levels. The ability to duck under things as well as jump over them is a particularly intriguing feature of this cartridge.

SQUISH 'EM WITH SAM
Interphase
Colecovision
Category: Climbing
Number of Players: 1
Controller Type: Joystick (1-button)
Suggested Retail Price: Not Available
Audio Rating: Outstanding
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

The star of *Sewer Sam*, an earlier release by this company, is now also the hero of this cartridge, which is a slight reworking of a 1983 computer game published by Sirius Software. The home arcader helps Sam climb up the 48-story building, avoiding or stomping on creatures which patrol the horizontal beams of the still-uncompleted skyscraper.

Sam talks quite distinctly at key moments of the game, such as when he falls off the building after a creature touches him or when he grabs the satchel of money waiting at the top of each structure. This adds a further humanizing touch to a program that is already quite charming from a visual standpoint.

SUBROC
Coleco
Colecovision
Category: Target/Translation
Number of Players: 1-2
Controller Type: Super-Action or Joystick
Suggested Retail Price: Not Available
Audio Rating: Good
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

Fighting the foe on the land and sea is the goal in *Subroc*. Cruisers and battleships make tempting torpedo targets as they churn through the sea (lower portion of the screen) from left ot right in front of the crosshairs, but sometimes Subroc must also take to the skies to battle the missile-firing flying saucers. Of course, it isn't long before the ships are firing at your craft, too. And subsequent rounds introduce interceptors and drones which are even harder to destroy!

The player begins with three Subroc ships (four if skill level #1 is used). A bonus ship is earned at the 20,000-point mark, with further replacement ships awarded every 100,000 points. Bonus may be earned by hitting the mystery ship when it appears in each attack and by defeating the shielded Command Vessel.

SUPER COBRA
Parker Brothers
Colecovision
Category: Scrolling Shoot-Out/Multi-Phase/Translation
Number of Players: 1
Controller Type: Joystick (2-button)
Suggested Retail Price: $25.45
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Eleven separate phases of action stand waiting for ace helicopter pilots in this flying and shooting scroller that gained quite a bit of popularity in the amusement centers in 1981-1982. The home arcader uses the joystick to steer an attack helicopter from left to right as the playfield scrolls past in the opposite direction. Pushing the left action button fires the cannon while the right action button drops a bomb.

If you exhaust the initial supply of five choppers without getting to the booty located in the final, 11th, stage, it is possible to start the next game exactly where the previous one finished by hitting the left-side action button when the screen prompts you to do so. This keeps what many will consider a highly challenging game from getting too bogged down in the opening phase and guarantees that even so-so marksmen will get to see the final confrontation within a reasonable period of time.

TURBO
ColecoVision
Coleco
Category: Driving
Controller Type: Joystick
Number of Players: 1
Suggested Retail Price: $64.90
Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Owing largely to the special controller and the beautiful multi-scenario playfield, Turbo is the hands-down champion of first-person video driving games. The driver must deftly control gas pedal, gearshift and steering wheel to keep the vehicle hurtling through a wide variety of scenary at as high a speed as possible, passing cars and toting up the mileage. An ambulance appears at intervals, heralded by the appropriate siren, and the arcader must quickly move his auto to the side of the road or risk a collision with the onrushing emergency vehicle.

The graphics are a little blockier than those on the original Sega coin-op machine, but there's enough variety to satisfy just about any gamer. The program combines visual elements to generate a constantly unfolding landscape. This makes *Turbo* nearly as much fun to watch as it is to play, which is saying something.

TUTANKHAM
Parker Brothers
Colecovision
Category: Maze-Shoot/Mission Completion/Multi-Phase/Translation
Number of Players: 1-2
Controller Type: Joystick (2-button)
Suggested Retail Price: $25.45
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

As Archie the Archeologist, you must explore each of the four burial chambers in your search for the riches of King Tut. The player directs Archie around the catacombs with the joystick, firing a laser gun either left or right by pushing the corresponding action button. The laser comes in mighty handy when all manner of deadly creatures erupt from the nest alcoves. At times, only pushing both buttons simultaneously to activate a flash bomb, which freezes all creatures on the field, can get you out of a tight predicament.

Archie moves to the next room by finding a key and putting it in the lock which guards the secret passage. Sometimes, the hero will then have to go fetch a second key before the secrets of the treasure vault are revealed. Exiting through such a passageway is the only method of reaching the next field.

VENTURE
ColecoVision
Coleco
Category: Action Adventure
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $33.95
Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Four different floors, each with a selection of four to five rooms, await the coming of that bold bowman Winky. The arcader uses the stick to move an on-screen cursor around a floorplan of the level. The display automatically switches to a display of a room whenever the cursor passes through a doorway. Each chamber has a treasure and is guarded by a specific type of creature. The idea is to enter the room, fight or dodge the guardians and escape with the prize. Depending on which of the four skill settings is chosen, each arcader has a team of three or five Winky's, available one at a time, with which to try this fascinating treasure hunt.

Sound and graphics of this cartridge, based on a coin-op by Exidy, are among its greatest strengths. Not only does each room have a different monster, but there is a special musical theme associated with each type of creature.

WAR ROOM
Probe 2000
Colecovision
Category: Strategy/Invasion/Shoot-out
Number of Players: 1
Controller Type: Joystick (with keypad)
Suggested Retail Price: Not Available
Audio Rating: Good
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Available
Overall Rating: 10

Soviet missiles are headed for the United States' major industrial cities! Use the joystick to position a cursor over the invading bombs, then press the button to destroy them. The lull between attack waves is the time to enter major population areas, gathering supplies from some while re-stocking others.

Cities that produce raw materials need food to make more goods; machinery producers need both food and raw materials. Laser fuel cities need food, energy, *and* raw materials — and since they supply the ammunition players need, they must be kept up and running.

While inside the city, the player must beware of two "spies," depicted as hammer-and-sickles. If they touch Uncle Sam, the city converts to a Communist base, and must be destroyed quickly to avert a devastating missile attack.

ZAXXON
ColecoVision
Coleco
Category: Scrolling Shoot-out
Controller Type: Joystick
Number of Players: 1-2
Suggested Retail Price: $59.95
Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

With its diagonally-oriented playfields, Zaxxon provides the player with a more realistic simulation of movement in three-dimensional space than any other home videogame. The player must use a supersonic fighter to launch a strafing attack against two sky fortresses. These mighty installations are located in deep space in an area patrolled heavily by alien warbirds, so the arcader will also have to survive a futuristic dogfight (which falls between the two sky fortress scenarios) before coming to grips with the giant robot Zaxxon itself.

Those who found it difficult to learn the steering control scheme on the Sega coin-op will find the easiest of the cartridge's four skill levels ideal for practice. The harder levels introduce more distractions designed to keep the player from just bringing the plane down to the deck level of the fortress unmolested. Dangers include homing missiles, rival rockets and the hemispherical robots.

INTELLIVISION

ABPA BACKGAMMON
Mattel
Intellivision
Category: Classic Strategy
Controller Type: Joystick/Keypad
Number of Players: 1-2
Suggested Retail Price: $22.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Good
Overall Rating: 5

A helpful instruction booklet provides some of the basic rules of the game as well as how to use the game program. Keypad controls which man is moved by which dice count. Two skill levels are provided to play against the computer or human head-to-head matchups are possible. Tapping disc moves cursor from man to man and beep prevents illegal moves. Side buttons provide a pip count at any time during play.

ADVANCED DUNGEONS & DRAGONS
Mattel
Intellivision
Category: Adventure
Controller Type: Joystick/Keypad
Number of Players: 1-2
Suggested Retail Price: $49.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Gamer controls three adventurers through mountains, rivers, forests and walls to find both halves of the ancient crown of kings. There are four skill levels. Keypad is used to fire arrows, exit mountains, check arrow supply, pick up objects, while side buttons make the man run when used with disc. Using direction disc alone makes him walk in the direction pushed. Tools that can be picked up along the way to aid in the journey are boats, axes and keys. Monsters that try to keep the adventurer from reaching his destination include bats, spiders, rats, snakes, blobs, demons, dragons and winged dragons.

ARMOR BATTLE
Mattel
Intellivision
Category: Combat
Controller Type: Joystick/Keypad
Number of Players: 2
Suggested Retail Price: $29.95
Audio Rating: Fair
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Not Applicable
Head-to-Head Rating: Excellent
Overall Rating: 6

There are four battle speeds. Side buttons move tank forward and shoot, while disc controls direction of movement or shot. There are two tanks on the screen at the beginning of each battle and each player has a battery of 50 tanks apiece. Wage war until one player has zero remaining or set a specific number for victory. Mines can be laid without the other player knowing it, but you could be blown up with your own mine. There are 240 different battle fields. There are roads, buildings, water and woods to make each battle a unique test of skill and strategy.

ASTROSMASH
Mattel
Intellivision
Category: Target
Controller Type: Joystick/Keypad
Number of Players: 1
Suggested Retail Price: $32.95
Audio Rating: Poor
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 4

Gamer is a laser battery commander forced to sit at the bottom of the screen and shoot down rocks, spinners, missiles and UFOs with only a laser and horizontal movement as defense. Not only are each of the above targets worth a varying amount of points, depending on which of the six levels you are on, but each target subtracts a certain number of points if allowed to hit the ground. All four side buttons are used to fire single shots at the falling debris or the UFO that sails across the upper portion of the screen, but the keypad also contains auto fire mode where three shots will be fired a second without hitting the side buttons. There is also a hyperspace method of avoiding guided missiles.

ATLANTIS
Imagic
Intellivision
Category: Invasion
Controller Type: Joystick/Keypad
Number of Players: 1-2
Suggested Retail Price: $39.95
Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Gamer controls a pair of anti-aircraft guns and a sentinel saucer to defend Atlantis from attacks of Gorgon fleet. Game is played in three stages: daylight, dusk and night. At night gamer can only see attackers when spotlights are on them. Points for scoring hits are progressively higher at each successive level. When firing guns a cross-hair sight, controlled by direction disc, is used to guide missiles. Shot will go to cross hair and destroy anything in its path. There are three levels of play. Top side buttons fire left gun and bottom buttons fire right gun. Buttons also used to fire when saucer is launched.

AUTO RACING
Mattel
Intellivision
Category: Sports
Controller Type: Joystick/Keypad
Number of Players: 1-2
Suggested Retail Price: $25.65
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent

Head-to-Head Rating: Poor
Overall Rating: 6

There are five different courses available and five different types of cars, each with different qualities of top speed, acceleration and handling. Disc is used to steer in the perspective of the driver and not the gamer. When the car needs to turn right, the disc must be pressed on the right side. Side buttons are used to brake or to return to one of the course's checkpoints after a crash. Time is kept in the solitaire runs. In head-to-head runs, the goal is points instead of laps completed. When one car gets too far ahead for both cars to be shown on the same screen, a point is awarded and both cars return to the last checkpoint. Points are awarded when your opponent crashes, which lends these two-driver conflicts to become Grand Prix demolition derbies.

B-17 BOMBER

Mattel
Intellivision
Category: Scrolling Shoot-Out
Controller Type: Joystick/Keypad
Number of Players: 1
Suggested Retail Price: $43.95

Audio Rating: Excellent*
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8
**uses Intellivoice*

There are six levels to the game with a different payload and varying difficulty of enemy defenses. First, gamer can preview targets. Then he can set his destination and pepare for take off. Once aloft, he can open bomb bay doors to see view from below plane or see the view from the cockpit with readings in pitch, altitude and velocity. There is even a navigator's view. Bandits appear to shoot down gamer's plane. Gamer is alerted by voice telling location of bandits.

BEAMRIDER

Activision
Intellivision
Category: SF/Grid/Combat/Target
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95

Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

Players maneuver a fighter craft tipped with a whirling, arc-like phaser cannon from beam to beam across this science-fictional master-matrix, defending against all manner of incoming alien weaponry.

From the moment the blast shield whooshes open, it's pulse-pounding action all the way with gamers able to fire both short range and, in limited number, distance weapons capable of igniting along the far horizon line, along which travels the alien mothership which berths all those pesky smaller ships.

BEAUTY & THE BEAST

Imagic
Intellivision
Category: Climbing
Controller Type: Joystick/Keypad
Number of Players: 1
Suggested Retail Price: $39.95

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Buford must climb a very tall building to rescue tiny Mable from the clutches of Horrible Hank. He can jump over boulders or rats, but must find an area where bats or birds will fly over him. Boulders only fall at certain locations. Buford scales building by watching for windows to open and climbing through them to get to the next level. When he heaches Hank and Mabel they both go higher and there is a second screen showing how far up you've gone on the building, plus an airplane will fly over giving you a message. Mabel throws down hearts to Buford and when he catches them he becomes invincible for a short time and can smash all his adversaries. Good graphic surprise when you reach the top of the building.

BLOCKADE RUNNER

Interplay
Intellivision
Category: Space Dogfight
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95

Audio Rating: Poor
Graphics Rating: Poor
Play-Action Rating: Fair
Solitaire Rating: Fair
Head-to-Head Rating: Not Applicable
Overall Rating: 4

Blockade Runner is an overly-familiar first-person perspective space battle videogame in which players line up oncoming enemy projectiles through the front window of their craft. Modeled on *Star Raider*-type games, this contest lacks the depth of texture and strategic elements that make this type of game enjoyable.

BOMB SQUAD

Mattel
Intellivision
Category: Adventure
Controller Type: Joystick/Keypad
Number of Players: 1
Suggested Retail Price: $43.95

Audio Rating: Outstanding*
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10
**uses Intellivoice*

Gamer must disarm a bomb by guessing the code number or by repairing a circuit board that will make guessing the code number either easier or a certainty. There are three skill levels and from one to three numbers in the bomb's code. Keypad is used to select tools (cutters, pliers, soldering iron, fire extinguisher) to fix circuits, aided by side buttons and direction disc and the voice of Frank, the demolition expert, who'll guide you through each step. Points are gained by doing successful circuit work, guessing the code numbers and disarming the bomb.

BOXING

Mattel
Intellivision
Category: Sports
Controller Type: Joystick/Keypad
Number of Players: 2
Suggested Retail Price: $32.95

Audio Rating: Fair
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Not Applicable
Head-to-Head Rating: Excellent
Overall Rating: 8

There are six different types of fighters available, including a strong offensive choice, strong defense, exceptional endurance and an unpredictable fighter who is different every time out. Disc moves fighter around the ring. Keypad is used to punch, feint, duck, and pull punches. Side buttons aren't used. Knockouts, knockdowns, and a computer referee to keep track of the points are all features. Programs provides most of the sound effects heard at ringside.

BUMP 'N' JUMP

Mattel
Intellivision
Category: Driving/Jumping
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95

Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

In this contest, not only are points scored for passing other cars on a track viewed from above, but the *real* numbers start piling up once the gamer gets the hang of vaulting waterways, arcing onto bridges, smashing fellow autos into the jagged retaining walls and flat-out landing on them.

Thrills, chills, spills — a Keystone Cops of a videogame full of side-splitting action if the theme doesn't disturb you.

CARNIVAL

Coleco
Intellivision
Category: Target
Controller Type: Joystick/Keypad
Number of Players: 1-2
Suggested Retail Price: $30.00

Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

All the classic elements of a country fair shoutout. There are ducks, bunnies, owls, pipes, bonus targets and letters, extra bullet targets and an ammunition supply. Value of targets depends on what the target is and on what level it's located when hit. If the gamer knocks down all the targets and eliminates the pipes, he moves on to the bear rack, where the bear earns extra points when hit, but also becomes a much more elusive target.

PROGRAMMABLES/**INTELLIVISION**

CHECKERS

Mattel
Intellivision
Category: Classic Strategy
Controller Type: Joystick/Keypad
Number of Players: 1-2
Suggested Retail Price: $17.95
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Fair
Solitaire Rating: Good
Head-to-Head Rating: Good
Overall Rating: 5

There are five different options depending on whether gamer is playing against computer, at which skill level, who moves first or if playing against a human opponent. Disc controls direction of cursor when selecting a man to move and then moves that man. Computer can suggest a move if needed and when playing against the computer there are two skill levels.

DEMON ATTACK

Imagic
Intellivision
Category: Invasion
Controller Type: Joystick/Keypad
Number of Players: 1-2
Suggested Retail Price: $39.95
Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Gamer can choose between one-player, two-player competitive and co-operative modes at four different game variations. Scenario one has gamer using laser cannon to defend the moon. Each time you stave off six waves of eight demons each, the space ship launches into the air to go on the offensive against the demon's mother ship. There the gamer must fight dive-bombing attackers and then shoot through window of vulnerability and into the core of a pandemonium to destroy the ship. When that happens ship returns to moon and perpares for next attack. Music played during trips and at game's end adds to overall package.

DONKEY KONG

Coleco
Intellivision
Category: Climbing
Controller Type: Joystick/Keypad
Number of Players: 1-2
Suggested Retail Price: $30.00
Audio Rating: Fair
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 5

Patterned after the successful arcade classic. Mario is trying to save his girlfriend from the clutches of that nasty ape. There are two screen variations, though the second keeps repeating as the ape, the girl, Mario and the scores get higher. There are hammers to smash the barrels the ape keeps throwing and ladders to help Mario with the climb. On the second level Mario has items of the girlfriend's that he can retrieve for bonus points. Three Marios aren't much against this monkey's arsenal.

DRACULA

Imagic
Intellivision
Category: Horror/Simulation/Horizontally-Scrolling/Task-Completion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

The gamer is cast here as the legendary Vlad Tepes, aka, Count Dracula, stalking the streets of London in search of victims! The game begins with the ominous sound of Bach and the rising of the full moon! A casket opens and a large, black bat flies from it out of the graveyard and into the street, where a marvelous metamorphosis, from bat to vampire, occurs!

As the Lord of the Undead, you must prowl the streets, searching for victims. Catch an unwary traveler in the night, put the bite on them and, pop! — they disappear, with their point value appearing in their place to avoid unnecessary grue. Dracula may also lure victims from their homes by watching the darkened windows for peeping eyes! Just like the real Dracula, however, this computerized caped bloodsucker cannot enter a house uninvited, and must first knock to gain admittance!

Vlad is not without adversaries, however, including a huge wolf (?) who inexplicably "hounds" the vampire in his man-form while a monstrous vulture pursues him in bat-guise. Then there are the stake-wielding bobbies to contend with!

Not for the overly-squemish, perhaps, but plenty of fun!

DRAGONFIRE

Imagic
Intellivision
Category: Adventure/Multi-scenario
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $39.95
Audio Rating: Good
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

The player takes the role of a young Prince, whose task is to reclaim his ancestral castle and the treasures within, which were stolen by a dragon.

In the first screen, the player runs across the castle drawbridge, ducking arrows hurled by the dragon's henchmen and leaping over obstacles.

Once inside the castle's treasure room, the Prince must collect the various objects scattered throughout the room and bring them safely out the exit door. The dragon lurks at the bottom of the screen, hurling fireballs at the hero.

With each foray into the castle, the dragon becomes progressively angrier, and he develops better aim. The frequency and accuracy of each fireball depend upon the color of the dragon.

DREADNAUGHT FACTOR

Activision
Intellivision
Category: SF/Target/Horizontally-Scrolling Shoot-out
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

A strange color scheme somewhat mars an otherwise beautiful space battle videogame in which arcaders pilot pea-sized warships against a behemoth-sized battlestar, attempting to disable its weaponry as it passes over the massive surface.

FROG BOG

Mattel
Intellivision
Category: Miscellaneous
Controller Type: Joystick/Keypad
Number of Players: 1-2
Suggested Retail Price: $22.95
Audio Rating: Good
Graphics Rating: Outstanding
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Good
Overall Rating: 5

Two frogs sit upon lilly pads and have nothing to do but leap into the air and try to grab bugs. The one that gets the most bugs out wins. When time runs out they both go to sleep to digest dinner. Game can be played in day or night mode and with three levels of difficulty. When on the simple level, computer controls tongue and the arc on the jump. Gamer hits disc when he wants to jump. At second level, the position the gamer hits the disc and the length of time he holds the disc will determine whether the frog goes successfully from one pad to another or falls in the pond. If he gets wet he won't get any bugs until he swims out. On third level gamer must control jumper and tongue, using side buttons for the latter.

HAPPY TRAILS

Activision
Intellivision
Category: Puzzle/Mix & Match/Task-Completion/Cute
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Remember those old puzzles that came in Cracker Jack boxes where there were eight sliding squares to be shifted laroriously into nine vacant slots in order to complete a picture or pattern? That's the idea behind this enchanting videogame puzzle in which players frantically reposition blocks of topography allowing the on-screen protagonist to move smoothly from sector to sector along the juxtaposed trail (which only happens to be littered with sacks of gold).

Each new rack increases the size of the puzzle, as well as the challenge and fun. Highly recommended.

HE-MAN & THE MASTERS OF THE UNIVERSE

Mattel
Intellivision
Category: Horizontally-Scrolling Shoot-out
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95
Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 5

He-Man, alias Adam, Lord of Castle Greyskull and star of the excellent animated cartoon show of the same name, works out here against the weaponry and minions of his arch-enemy, the none-too-handsome Skeletor. The action consists mostly of zipping laterally back and forth, dodging and destroying fireballs generated by his skull-faced foe.

Much too repetitive to keep players interested long, but the graphics show promise that the game never keeps.

HORSE RACING

Mattel
Intellivision
Category: Sports
Controller Type: Joystick/Keypad
Number of Players: 1-6
Suggested Retail Price: $28.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Fair
Solitaire Rating: Poor
Head-to-Head Rating: Fair
Overall Rating: 2

Mostly a betting game, though two players in each race may act as jockeys and have a hand in determining the winner in these four-horse dashes. Side buttons are used to whip or coax the horse under control and the disc is used to put the horse on the rail or move him out to pass. Each horse starts with a clean slate for the 10-race card and each gamer then has $750 to bet on the day. As each race goes by the horse picks up a past performance to be used to determine the likely winner. Win and exacta bets only allowed. Graphics and sound are quite realistic, too bad the same can't be said for the results.

LAS VEGAS POKER & BLACKJACK

Mattel
Intellivision
Category: Gambling
Controller Type: Joystick/Keypad
Number of Players: 1-2
Suggested Retail Price: $15.99
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Fair
Solitaire Rating: Good
Head-to-Head Rating: Poor
Overall Rating: 4

Simulates blackjack, five and seven card stud and five card draw poker. Shifty-eyed dealer first asks for the sum total of each player's pot, then the keypad is used to pick which of the card games will be played. There is also an option to let the dealer pick the game. There is no way to show a player his hand and not let the second player see it, so when two are playing, one player must hide his eyes while the other looks at his hand. Most gambling options of these card games are available here.

LAS VEGAS ROULETTE

Mattel
Intellivision
Category: Gambling
Controller Type: Joystick/Keypad
Number of Players: 1-2
Suggested Retail Price: $17.95
Audio Rating: Good
Graphics/Sound Rating: Good
Play-Action Rating: Good
Solitaire Rating: Fair
Head-to-Head Rating: Good
Overall Rating: 6

All the betting options of a real roulette table are here. Player can select his own stake, up to $9,999. Bets include street, five-number, line, square, straight, horizontal and vertical splits, columns, dozens or halves. Use directional disc to make up to three separate bets per turn of the wheel. Section of simulated wheel turns at the top of the screen and ball rattles around when finished turning until it drops in. Winning bets flash. Break the bank.

LOCK 'N' CHASE

Mattel
Intellivision
Category: Maze
Controller Type: Joystick/Keypad
Number of Players: 1-2
Suggested Retail Price: $39.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Good
Overall Rating: 8

Game has four speed variations. Disc controls movement, though clumsily and side buttons are used to lock doors and help thief get away from the police. Thief must clear the bank vault floor of gold coins and then exit out one of the escape doors. There are four side doors to help the thief avoid capture while still picking up coins. There is a money bonus at the heart of the maze and at each level there are bonus items to be pocketed. If gamer gets to 300,000 points, the score returns to zero, but the game remembers how often you reached that goal, up to 60 million points, that is.

MAJOR LEAGUE BASEBALL

Mattel
Intellivision
Category: Sportsy
Controller Type: Joystick/Keypad
Number of Players: 2
Suggested Retail Price: $29.99
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Not Applicable
Head-to-Head Rating: Outstanding
Overall Rating: 7

Control all nine men with all the real baseball options, steal, hit and run, and bunt. Keypad activates man when you move on defense. When on defense disc is used to move activated player, as well as select the type of pitch. On offense the batter and runners are moved around the bases using the disc. An automatic umpire decides all action at home plate and on the bases. As a minor detraction, there are no fly balls. Everything must be thrown to a base for a putout. Quick reflexes, sound strategy and good baseball sense necessary for a nine-inning win.

MATH FUN

Mattel
Intellivision
Category: Kideo
Controller Type: Joystick/Keypad
Number of Players: 1-2
Suggested Retail Price: $17.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Excellent
Overall Rating: 6

Speed and accuracy in solving mathematical problems is the key to helping the gorilla get past the animals that block his path. Keypad selects number of problems and difficulty. When gamer is correct with the answer, the gorilla scoots around the animal in his path. When he's wrong, the gorilla must dive into the water to get past and then must answer another problem correctly to get back on land. There are 18 levels of difficulty. Higher levels provide adults a real challenge also.

MICROSURGEON

Imagic
Intellivision
Category: Miscellaneous
Controller Type: Joystick/Keypad
Number of Players: 1-2
Suggested Retail Price: $39.95
Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Those who always wanted to keep doctor's hours and collect doctor's pay without eight years or more of college, here's the chance. There are 197 different patients who need your specialized microsurgery technique, which is by means of a robot probe. Accurate depictions of brain, heart, lung, liver, kidney, gall bladder, spleen and intestines are included. Robot moves with circulatory and lymphatic systems. To stray outside would be to risk attack from white blood cells. There is a patient status chart which will give the patient's number, his overall status, the location of the robot probe within the body and the condition of each area. When the probe's power is used up or the patien dies the game is over and the point total is given in money earned, depending on how much you imnproved the condition of the patient. There are three levels of difficulty and game can be played as a team using both controllers.

NASL SOCCER

Mattel

Intellivision
Category: Sports
Controller Type: Joystick/Keypad
Number of Players: 2
Suggested Retail Price: $28.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Not Applicable
Head-to-Head Rating: Outstanding
Overall Rating: 9

Scrolling playfield earns high marks for this program. There are four levels of play and an overtime option if the score is tied after regulation time. Buttons control all shooting, passing and goalie movement. Direction disc used to move player under control. Computer controls other players. When one player goes off the screen at one edge, he reappears on the opposite edge, a good thing to remember when trying to pass the ball quickly upfield. Sound effects galore, including the whack of a kick, the referee's whistle, the crowd's roar and a buzzer that sounds to indicate the end of the period.

NBA BASKETBALL

Mattel
Intellivision
Category: Sports
Controller Type: Joystick/Keypad
Number of Players: 2
Suggested Retail Price: $25.65
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Not Applicable
Head-to-Head Rating: Excellent
Overall Rating: 8

Three-man teams play at any of four speeds. On offense gamer controls player with the ball, on defense usually the player nearest the ball when a change of possession takes place. Keypad is used to pass the ball to a particular area of the court. Computer does its best to get a player to where the pass is headed. Two types of shots are available off the keypad, jump and set, the latter is more accurate, but also harder to get off. There is also a block key. Side buttons aren't used. Disc controls player movement. Sound effects are the bouncing of the ball, the hitting of the ball on the rim, whistles, buzzers and crowd cheers. High percentage penalty for outside gunning.

NFL FOOTBALL

Mattel
Intellivision
Category: Sports
Controller Type: Joystick/Keypad
Number of Players: 2
Suggested Retail Price: $32.95
Audio Rating: Outstanding
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Not Applicable
Head-to-Head Rating: Excellent
Overall Rating: 8

Combines strategy with almost arcade-like reflex moves. There are four levels of play. Each team has five players. On offense gamer controls the quarterback, unless he passes, at which time he will take over control of the intended receiver There are nine formations on offense and on defense. On the defensive alignments, the player that the gamer controls is marked in the playbook. There are 15 minutes to each quarter. Crowd cheers mingle with referee's whistle, hikes, guns and even a rousing *Charge!* at the start of each half. Hike, kick, and pass by using the side buttons, while the direction disc is used to move the the player under control.

NHL HOCKEY

Mattel
Intellivision
Category: Sports
Controller Type: Joystick/Keypad
Number of Players: 2
Suggested Retail Price: $28.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Not Applicable
Head-to-Head Rating: Good
Overall Rating: 7

Would have been better with a scrolling screen like *NASL Soccer*. One set of buttons controls shooting, one passing. There are four speeds. On offense, player with puck is controlled by player, others by computer. On defense player controls captain. Disc controls player movement. Referee won't be seen on the screen, but try tripping your opponent and you'll likely hear his whistle and be banished to the penalty box. There are three skaters and a goalie per side. Goalie is computer controlled.

NIGHT STALKER

Mattel
Intellivision
Category: Maze
Controller Type: Joystick/Keypad
Number of Players: 1-2
Suggested Retail Price: $39.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Fair
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 6

Direction disc controls movement of the man who roams the halls of this maze surrounded by danger. There are bats, spiders and robots trying to rid the gamer of five men he is given. Points are awarded for knocking out any of these adversaries. Keypad controls direction of shots. Man can move and shoot, but not at the same time. A second shot can't be attempted until the first hits its target or vanishes from the screen. There are four speeds to select and five different types of robots to deal with. When six shots have been used from the gun, another must be found — and quickly.

PBA BOWLING

Mattel
Intellivision
Category: Sports
Controller Type: Joystick/Keypad
Number of Players: 1-4
Suggested Retail Price: $25.65
Audio Rating: Excellent
Graphics/Sound Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Outstanding
Overall Rating: 8

First of all there is a regular bowling game available or a "make that spare" option. Other options include slickness of alley, weight of ball and left or right hand. Player taps disc to pick up ball. Left hand side buttons of controller position the kegler along the starting line. Lower right button starts an aiming ball going across the lane's spotter marks. When that button is released bowler will begin his approach. Disc is then used to apply the amount of curve needed. Pin action is realistic. Pick-up rotation of ball by looking for the holes as it rolls down the lane. Lifelike sound effects include a musical salute for a 200 game or a 75 score in spares.

PGA GOLF

Mattel
Intellivision
Suggested Retail Price: $28.95
Category: Sports
Controller Type: Joystick/Keypad
Number of Players: 1-4
Suggested Retail Price: $28.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Excellent
Overall Rating: 7

The same nine-hole course can get boring time after time without variations like different pin and tee placement. Game could also use a close-up of green. Yet graphics carry the load. There are nine clubs to choose from. Disc aims swing, side buttons enable golfer to hook or slice the ball if timing is right. Honor system is used to decide which golfer goes first and player furthest from hole is always up. Bunkers, trees and water hazards make life difficult. Trajectory of shot must clear height of trees or program will begin to sound like a lumberjack convention.

PITFALL

Activision
Intellivision
Category: Adventure
Controller Type: Joystick/Keypad
Number of Players: 1
Suggested Retail Price: $31.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Not truly an adventure in the traditional sense. Requires more arcade-type skills than intuition or logic. Obstacles include rolling barrels, scorpions, snakes, holes, quicksand, bottomless pits and crocodiles. Some of these hazards take one of Pitfall Harry's lives and some only take away points. For those who get far enough there are treasures to help replace or add to lost points. Disc controls Harry's movement across the screen. Side buttons cause Harry to jump. Hitting the bottom of the disc will allow Harry to release the rope when he swings across the pits and drop safely to the earth..

POPEYE

Parker Brothers
Intellivision
Category: Translation/Multi-scenario
Number of Players: 1-2

video

We take the hobby seriously!

Each month, VIDEO Magazine brings you the whole world of home video in informative, entertaining features, authoritative yet lively columns. Here's just a sample:

- **VideoTests** Berger-Braithwaite Labs tests, evaluates, and reports on the newest equipment—so you know what's good, better, and best before you buy.
- **Guide to Programming** Previews, reviews, and sources for the most currently available prerecorded programs in all formats.
- **The TV Den** To help you better understand techniques and technologies.
- **New Products** Previews of coming attractions.
- **Equipment Updates** From VCRs and cameras to blank tape, computers, and accessories—with at-a-glance comparison charts.
- **Fast Forward** Late-breaking news of the field you should know.
- **How-to-do-it Guides** Expert advice on improving your own home productions…exciting new ways to use your equipment…getting much more pleasure and value from your video investment.

All this and more in VIDEO, the first and still the #1 magazine in the field.

PROGRAM
Directory
Cartoons—Di
& Other Maste
video
DECEMBER
$1.95
NEWS and VIEWS
The #1 Magazine of Home Vi
Low-light Cameras: How Good Are They?
What to Look For When Buying a VCR
The Computer as Tutor: Software that Teaches
BERGER-BRAITHWAITE VIDEOTESTS
RCA VHS VCR • PANASONIC VHS VCR
SHOWTIME SWITCHER • VIDICRAFT SIGNAL PROCESSOR
TV
VIDEO'S GUIDE to Programming

Subscribe Today & Save!

57% Off

the newsstand cost

12 MONTHLY ISSUES ONLY $9.97

Newsstand value: $23.40

Regular subscription price: $15.00

video

The #1 magazine of home video

Mail to:

VIDEO Magazine
P.O. Box 1118
Dover, New Jersey 07801

Yes, I'm serious! Send me a year of VIDEO for only $9.97.

(Regular subscription price: $15.00. Newsstand value: $23.40.)

Name ______________________ (please print)

Address ______________________

City ____________ State ____________ Zip ____________

8SE026

☐ Payment enclosed ☐ Bill me later

Offer good for the U.S. only. Look for your first copy within 60 days.

Controller Type: Joystick
Suggested Retail Price: $26.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

This three-screen climbing contest challenges Popeye to catch all the kisses thrown by Olive Oyl, who's perched at the top of the screen. His task is made harder by Brutus, who stalks along the multi-level playfield, hoping to knock the sailorman out. (Brutus can even reach up or down one level.) The Sea Hag also tries to bar the path of true love by hurling bottles at our hero.

Popeye can eliminate a bottle by punching or ducking it, but must eat his spinach (it appears briefly on each screen) to turn the tables on Brutus. When energized by the green stuff, Popeye can punch Brutus back to the bottom of the playfield, if he can catch him.

Q*BERT

Parker Brothers
Intellivision
Category: Translation/Color-changing
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $26.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

The object of the game is to change all the blocks on a pyramid to a different color by jumping on each cube, without getting caught on a block by a monster or jumping off the edges of the cube.

After Coily has hatched, the player can get rid of him by leading him to the edge of the playfield, then jumping on one of the two flying disks. As soon as Q*bert is safely aboard, Coily — and any other monsters on the pyramid — are wiped off the screen. The disk places Q*bert at the very top cube of the pyramid.

At higher levels, Q*bert has to change the cube colors twice — and try to snag the creature that turns the blocks back to their original colors, before it does too much damage.

REVERSI

Mattel
Intellivision
Category: Classic Strategy
Controller Type: Joystick/Keypad
Number of Players: 1-2
Suggested Retail Price: $22.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Average
Solitaire Rating: Good
Head-to-Head Rating: Good
Overall Rating: 6

Three skill levels, three game variations and three board sizes add variety to game. Object of game is to cover the board with as many pieces as possible of your color. Game can go until board is filled or to a time limit.

RIVER RAID

Activision
Intellivision
Category: Vertically-Scrolling Shoot-out/ Target/Combat/Airplane
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

It's easy to drop bombs on sitting duck targets from a safe altitude, but the situation changes radically when you're forced to fly your fighter up the playfield, just above the surface of the river as you strafe targets. Starting at the bottom of the screen, you head north, blowing up ships, helicopters and bridges. An on-screen gauge monitors your fuel supply, which you can replenish by flying over a fuel dump.

Although the graphics do not attain the highest standard, the thrill-a-minute action makes amends for any shortfall.

SEA BATTLE

Mattel
Intellivision
Category: Combat
Controller Type: Joystick/Keypad
Number of Players: 2
Suggested Retail Price: $34.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Not Applicable
Head-to-Head Rating: Excellent
Overall Rating: 9

Build a fleet with eight different types of boats and try to get one of two types into the opponent's harbor. Fleets of three or less ships navigate the waters and enter battle with opponent's fleets. Dual screen presentation gives view of entire sea playfield and then a close-up of battle scene. Each ship has different strengths and weakness. Side buttons used to aim and fire guns. Disc guides ships and keypad is used to form fleets, engage battles or retreat. Player can lay mines, sweep mines or run aground. Fast moving strategy game.

SEWER SAM

Interplay
Intellivision
Category: Maze/Target/Task-Completion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $29.95
Audio Rating: Poor
Graphics Rating: Poor
Play-Action Rating: Poor
Solitaire Rating: Poor
Head-to-Head Rating: Not Applicable
Overall Rating: 4

A crudely-rendered figure moves through a labyrynthine maze representing a sewer. His job: clean-out the rats and similar vermin infesting the underworld. Movement is slow and choppy and the firing capability is rather random. Rats are represented by tiny dots or lines and the joystick is used to navigate Sam and direct his anti-rat weapon.

SNAFU

Mattel
Standard Intellivision
Category: Line Building
Controller Type: Joystick/Keypad
Number of Players: 1-2
Suggested Retail Price: $32.95
Audio Rating: Outstanding
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Excellent
Overall Rating: 7

There are two types of games, bite and trap, and both have enough variations to create 16 different types of play. Keypad is used to select variation and then disc controls direction of trails or serpents. At any one of the four speeds, the trap games have as an object running the opponent into the side of the playfield or into another trail. The variations include whether there is diagonal movement possible, whether there are any other obstacles on the screen and whether a trail disappears after getting hit. In the bite game each player controls a serpent which tries to eat up the other. Music background is a real plus.

SPACE ARMADA

Mattel
Intellivision
Category: Target
Controller Type: Joystick/Keypad
Number of Players: 1
Suggested Retail Price: $32.95
Audio Rating: Poor
Graphics Rating: Good
Play-Action Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 4

Standard *Space Invaders* game. Gamer is given four rows of monsters, six laser guns and three bunkers. Game can be played in game or practice mode with all four buttons of firing and the control button used to guide horizontal movement at bottom of screen. Targets have increased point values at each level. At the higher levels the attackers are given more powerful types of ammunition and start the wave from a lower portion of the screen. Hitting the flying saucer that moves across the top of the screen will restore the most damaged bunkers and give a point total between 1 and 32 times the number level of play at the time of the hit.

SPACE BATTLE

Mattel
Intellivision
Category: Target
Controller Type: Joystick/Keypad
Number of Players: 1-2
Suggested Retail Price: $32.95
Audio Rating: Fair
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

One of the first dual-screen games and still a solid program. Gamer must use three squadrons to protect mother ship from five alien squads at any of four skill levels. When game begins the radar screen is shown with the mother ship in the middle. Alien forces are shown closing in, but the gamer must decide which alien group to attack first and send a squadron out to meet it. From radar the keypad can be switched to a command screen view from one of the squadron's ships. If more than one battle is taking place at a time, the computer will fight one battle for you, probably at great loss. Buttons are used to fire lasers and direction disc controls aim. Ships are sent into battle, assigned or returned to ship by keypad.

SPACE HAWK

Mattel
Intellivision
Category: Scrolling Shoot-Out
Controller Type: Joystick/Keypad
Number of Players: 1-2
Suggested Retail Price: $39.95
Audio Rating: Good
Graphics/Sound Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 5

Another space target shoot-out with bubbles, hawks and comets as targets at any one of six levels and at four different speeds. One novel idea is that gamer controls a person in space rather than a rather impersonal ship. Keypad chooses auto-fire or single-shot mode, drift or direct drive, smooth or quick aiming and hyperspace. Top button fires ray gun and bottom provides rocket thrust. Direction disc aims hunter.

SPACE SPARTANS

Mattel
Intellivision
Category: Scrolling Shoot-Out
Controller Type: Joystick/Keypad
Number of Players: 1
Suggested Retail Price: $43.95
Audio Rating: Outstanding*
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8
**uses Intellivoice*

Easily the most complex game in space. A listing of the ship's systems will give clue, battle computer, impulse drive, shields, tracking computer, hyper drive, etc. Keypad can also be used to get condition of all systems, report on energy level and the number of aliens present in your ship's sector, repair systems and change from a sector grid to a battle view. There are four voices, a male voice of the central computer, a female voice as the ship's computer, a robot voice as the starbase computer and the alien commander's voice declaring an end to the battle. Gamer must protect his starbase, eliminate aliens and capture alien starbase.

STAMPEDE

Activision
Intellivision
Category: Scrolling Shoot-Out
Controller Type: Joystick/Keypad
Number of Players: 1
Suggested Retail Price: $23.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

To round up and rope four types of cattle is the aim of this cowpoke. He is allowed to let only three critters get past him before the game is over. All except the Black Angus run in the same direction as the cowboy and can be rounded up quite effectively. The Angus' don't move so they come across the screen quite fast and must be roped. Roping is done by hitting the side buttons and the cowboy's horse is moved up and down the screen by means of the direction disc. Rounding is done by nudging the animals with the horse and hitting the side buttons. Points are awarded for roping.

STAR STRIKE

Mattel
Intellivision
Category: Scrolling Shoot-Out
Controller Type: Joystick/Keypad
Number of Players: 1
Suggested Retail Price: $39.95
Audio Rating: Poor
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 5

Based loosely on Luke Skywalker's heroic mission in Star Wars. Gamer must fly his ship through the trench in the alien launch station and successfully bomb all five red targets in that trench. At the same time he must dodge fire from alien ships behind himn and blast those ahead of him. Each hit the ship takes damages some feature of its arsenal. Radar beeps to let gamer know of approaching target, but damage to ship could wipe out radar. Shadow under the ship gives game added three-dimensional flavor and lets gamer know his approximate altitude. One detraction is that if you don't get all five targets or you crash, your point total is zero.

SUB HUNT

Mattel
Intellivision
Category: Combat
Controller Type: Joystick/Keypad
Number of Players: 1-2
Suggested Retail Price: $32.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Good
Overall Rating: 7

As the commander of four submarines, the object here is to sink six convoys of six ships apiece before they can reach their home port and attack yours or before they can sink your submarines. There really is three screens that work here. One is a long-range screen that shows each submarine and a single dot to represent the convoy. When close enough for an attack, battle stations are sounded and a more detailed screen appears. On both screens the top third is taken up by a view of things through a periscope and gauges for speed, depth, direction and torpedoes loaded. Keypad controls speed, depth, sonar and some movement of subs. Direction disc controls rudder. Top side buttons are for firing and bottom buttons reverse engines.

SUPER COBRA

Parker Brothers
Intellivision
Category: Horizontally-Scrolling Shoot-Out/ Multi-Scenario
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $27.95
Audio Rating: Fair
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 5

Players move their super helicopter through a horizontally-scrolling maze bristling with jagged rock and dangerous weaponry. Progress is charted on a bar graph at the top of the screen.

(For further information, see the review in the 5200 section.)

SWORDS & SERPENTS

Imagic
Intellivision
Category: Action-Adventure/Fantasy/Maze/ Task-Completion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

As the White Knight, players move through a maze, seen from above, wielding a slashing metal sword, gathering treasures with the help of a friendly, Merlin-like wizard. Meanwhile, a cartel of villianous adversaries are aboard to relieve the player surrogate of both his treasure and his life! Beware especially of the Black Knights who can pass through the very walls of the maze.

Characters are depicted as blockish cursors, with swords protruding from them, ready to cut, slash and hack with surprisingly novel audio effects. Players must save the wizard at all costs — at least until he puzzles out the spell that will offer you both protection from the monstrous fire-breathing dragon who guards the treasure's lair.

TENNIS

Mattel
Intellivision
Category: Sports
Controller Type: Joystick/Keypad
Number of Players: 2
Suggested Retail Price: $28.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Not Applicable
Head-to-Head Rating: Excellent
Overall Rating: 7

A more detailed recreation of the net sport would be hard to imagine, yet this entry suffers from being a bit too difficult to master even on the lower levels of play. Also, the playfield needs to be a bit smaller as it isn't uncommon for the players to leave the screen almost entirely, making it even more difficult to line up the shot. After using the keypad to select difficulty of play, the pad is only used to select the area of serve Strokes, and there are two varieties, are made with side buttons. Program keeps track of score, even to the point of a tie breaker and crowd in background moves its head from side-to-side to follow the ball.

TRIPLE ACTION

Mattel
Intellivision
Category: Combat/Racing
Controller Type: Joystick/Keypad
Number of Players: 1-2
Suggested Retail Price: $28.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Fair
Head-to-Head Rating: Good
Overall Rating: 4

Contains three games, *Battle Tanks, Car Racing* and *Biplanes*. In all three games the disc controls direction of movement. Top side buttons either fire gun or accelerate depending on the game chosen. Bottom buttons move tank or plane or brake the car. Battle tanks feature four different types of shells and a never-changing battle field. Car racing can be solo or side-by-side. The object is to get 100 miles in the shortest possible time on a two-lane road with all the idiot drivers in the world in your path. Biplane has an object of scoring 15 points first, but either shooting down your opponents plane or scoring a hit on the balloon on the screen.

TRON DEADLY DISCS

Mattel
Intellivision
Category: Combat
Controller Type: Joystick/Keypad
Number of Players: 1
Suggested Retail Price: $32.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 7

Game features Tron against the warrior attackers. Keypad is used to switch from move to block modes and back again and also acts as a direction pad for firing the discs. Side buttons aren't used. Four levels of play available. Tron can take three hits for each wave of warriors. Warriors are destroyed with one hit, but come back every 10 seconds. To get new life for Tron you must wipe out the warriors in 10 seconds. Three other foes are bulldogs, leaders and guards. Each more difficult to destroy, but worth more points when Tron succeeds. There is also the dangerous recognizer. Tron destroys with yellow discs. Nice feature enables Tron to call disc back to his hand quickly once he sees that a shot will be off target.

TROPICAL TROUBLE

Imagic
Intellivision
Category: Cute/Adventure/Multi-Scenario/ Task-Completion/Horizontally-Scrolling
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Applicable
Overall Rating: 7

A young man and his lady, the lovely Doris, have been shipwrecked on an island occupied by only one other character — a brute of a beachcomber named the Beach Bruiser. BB is combing the beach for females, alas, and sweeps the protesting Doris from Clarence's protective arms. Scenario two now begins as Clarence must traipse across this tropical madhouse, avoiding "pitfalls" in his attempt to reclaim his lady love. Doris helps things out by leaving a trail — white handkerchieves — for Clarence to follow.

TRUCKIN'

Imagic
Intellivision
Category: Driving/Strategy/Task-Completion/ Multi-Scenario
Number of Players: 1-2
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Excellent
Head-to-Head Rating: Outstanding
Overall Rating: 8

One or two players compete to put the hammer down and haul those shipments from coast to coast, radioing ahead, determining cargo and deciding on the most accessable route to take.

Once the initial screen is scanned — containing a map of the U.S. and southern Canada, along with a selection of cargo — players move on to the white line fever scenario, constantly eyeing the gas tank as well as other truckers who'd just love to beat you out, good buddy!

U.S. SKI TEAM SKIING

Mattel
Intellivision
Category: Sports
Controller Type: Joystick/Keypad
Number of Players: 1-6
Suggested Retail Price: $32.95
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Excellent
Overall Rating: 7

There are 15 different levels of competition on two ski courses. Upper action buttons are for the edge feature, which allows skiers to make sharper turns. Lower action buttons jump moguls. Direction disc is used to turn the skier clockwise or counterclockwise. Downhill and slalom are the two courses, with the latter being the most difficult. Each skier gets three heats to post the fastest time. Memorizing the course here is crucial. There is the whoosh sound of getting down the hill fast, along with the thumps of falling in the snow, the crashes of hitting a tree and the boing of hitting a flag.

UTOPIA

Mattel
Intellivision
Category: Adventure
Controller Type: Joystick/Keypad
Number of Players: 1-2
Suggested Retail Price: $39.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Good
Head-to-Head Rating: Excellent
Overall Rating: 8

Player wins this outing by making the inhabitants of the island Utopia as happy and contented as possible. There are two islands on the screen, so head-to-head play is the best way to go. Each player gets gold bars to buy forts, factories, acres of crops, schools, hospitals, housing projects, PT boats and fishing boats. There are several hazards in the game, like your opponent's rebel soldiers, rain, tropical storms and pirate ships. Direction disc controls cursor and boats. Side buttons provide running total of points and population.

WORD FUN

Mattel
Intellivision
Category: Kideo
Controller Type: Joystick/Keypad
Number of Players: 1-2
Suggested Retail Price: $17.95
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Excellent
Overall Rating: 7

Helps teach children how to put together letters to form words. There are four levels of play in each of the three game variations; crosswords, word hunt and word rockets. *Crosswords* is a scrabble in miniature. *Word Hunt* features monkeys capturing letters to form words while racing against another person or against time. *Word Rockets* shoots vowels between two consonants to complete words. First to complete 50 words wins. Entertaining for both young and old.

WHITE WATER

Imagic
Intellivision
Category: Vertically-Scrolling Adventure/ Simulation/Task-Completion
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 8

Choose one of seven game options and begin a perilous journey down the rapids, collecting treasure flags, golden urns and escorting two passengers safely downriver. Meanwhile, there are whirlpools, natives, barrels, rocks and a score of treacherous obstacles to be circumnavigated along the way.

Players move their ships till they reach land, at which point they disembark and go treasure-hunting — hoping the natives are friendly, which they are...until you try to put the snatch on the golden urn! A deadly white native will then make a beeline for your explorer and it's time to take the urn and hotfoot it back to your craft.

WORM WHOMPER
Activision
Intellivision
Category: Cute/Target
Number of Players: 1
Controller Type: Joystick
Suggested Retail Price: $34.95
Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Applicable
Overall Rating: 10

Arcaders play the part of a besieged farmer, attempting to protect his healthy plants at the left side of the playfield from the hoards of gluttenous buggers marching in ever-increasing numbers, each round, from right to left across the screen. Our trusty hero is armed with a supply of machine-gun-like bug spray and a few bug-bombs (to be used sparingly!). Every once in a while the spray gun goes wild and the hayseed surrogate will have to run downscreen to retrieve a new bug-blaster.

Action, color and unrelenting excitement combine to make this one of the system's finest pieces of software.

VECTREX

ARMOR ATTACK
GCE
Vectrex
Category: Combat/Shoot-out/Translation
Number of Players: 1-2
Controller Type: Vectrex
Suggested Retail Price: $27.50
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Excellent
Overall Rating: 8

Each player mans a jeep that's trapped behind the line in the middle of an enemy-occupied city, in this translation of the Cinematronics coin-op classic. Tanks patrol the area and must be destroyed with two missile hits, the first to dismantle and the second to demolish. Additional tanks keep coming from the outskirts of town, and a helicopter flies over raining destructive fire. The player can destroy the whirlybird, and bringing down five choppers wins an extra jeep. The contest begins at an easy pace, then gets progressively more frantic at upper skill levels; and gamers who want an added challenge can play with the town's buildings hidden from view in a special blind-maze version of the game.

BEDLAM
GCE
Vectrex
Category: SF/Invasion
Number of Players: 1-2
Controller Type: Vectrex
Suggested Retail Price: $27.50
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Applicable
Overall Rating: 9

Aliens are attacking the galaxy, plunging toward the center from the far corners of the sector. The player mans a cannon in center screen, and the joystick rotates the gun to blast away at the attackers that zip directly toward his position. A special zapper clears the screen of all enemies, but it can be used only once on each level. Clear out one sector of the approaching nasties, and the gamer is immediately transported to a new part of the galaxy with even more aggressive invaders. The shape of each sector differs, rotating, shrinking and pulsating to make play more difficult, and the aliens get increasingly meaner and more difficult to blast out of the space lanes as the game progresses.

BERZERK
GCE
Vectrex
Category: Combat/Maze-Shoot-out/ Translation
Number of Players: 1-2
Controller Type: Vectrex
Suggested Retail Price: $27.50
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Available
Overall Rating: 9

This translation of the Stern coin-op pits a player-controlled humanoid against guardian robots, as he explores a maze of rooms. Using the joystick, the humanoid moves through the maze that's full of robot guards. Shoot each robot, then escape that maze by running through an exit. When leaving a room, the humanoid is instantly transported to another maze full of robots — up to eleven robots can be on screen at once. When the humanoid enters a room, he has a few moments to dispatch as many robots as possible. Then Evil Otto, a leering face, appears through one of the doors. Otto bounces his way across the screen, crushing everything in his path. He can't be shot, and the humanoid must leave that room to escape. The walls are electrified and bumping into them or a robot kills the humanoid instantly. In upper levels, the robots are armed and move more rapidly, so the game gets progressively toughef the longer it goes on.

CLEAN SWEEP
GCE
Vectrex
Category: Strategy/Maze-Chase
Number of Players: 1-2
Controller Type: Vectrex
Suggested Retail Price: $27.50
Audio Rating: Good
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Available
Overall Rating: 8

The bank's been blown up, and there's money strewn through the rubble. Use a vacuum to gather up the bills before the thieves get it, in this classically-styled maze-chase. But the vacuum can only hold so much, then it's got to be deposited into the vault in center screen before you can sweep up more of the cash. Meanwhile, the robbers are out to get you, chasing the vacuum through the corridors. Avoid them, or enter one of the four special rooms in the corners of the bank to get supercharged. While the vacuum is supercharged, it can turn the tables on the robbers and destroy them. But when the powers dissipate, the vacuum is once again vulnerable, and when the special powers have been taken from a room, that door closes and the room can't be entered again until you reach the next level. One cute note: as the vacuum gobbles up the goodies, the bag actually expands until it is so full it can't pick up more of the valuable debris. Players desiring still greater challenges can choose game 2.

FORTRESS OF NARZOD
GCE
Vectrex
Category: Fantasy/Flying and Shooting
Number of Players: 1-2
Controller Type: Vectrex
Suggested Retail Price: $27.50
Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Available
Overall Rating: 9

Fly a hovercraft through a twisted and difficult passageway, doing battle with the forces that guard the Fortress of Narzod. The player must fly through three zig-zag courses to reach the Fortress. Each path ends in a gate that leads to the next level, but the road isn't open to travelers. Each level is defended by three squadrons of guardians to be blasted away, but the player must avoid their barrages of fire, plus his own richocheting bullets that turn the passageway into a tunnel of death. Destroy all three waves of defenders, and the words, "You may pass" appear on screen. Then the hovercraft can fly the rest of the way up the road and through the portal to the next level. Traverse three sections of roadway in this fashion, then enter the Fortress itself and come face to face with the final death-dealing Guardian. Defeating this powerful antagonist makes the Fortress disintegrate, defeating the Wizard who lives within.

HEADS-UP ACTION SOCCER
GCE

PROGRAMMABLES/**VECTREX**

Vectrex
Category: Sports
Number of Players: 1-2
Controller Type: Vectrex
Suggested Retail Price: $27.50
Audio Rating: Good
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Excellent
Overall Rating: 8

Play against the computer, or challenge a friend to head-to-head action, as each side fields a team comprised of three players and a goalie. One team's players are dimmer than the others, to help keep track of who's on which team, and the man currently controlled by the player is identified by a dot over his head. Gamers move the soccer players with the joystick, and the buttons control kicks, passes and shots at the goal. The game consists of two three-minute halves, and the on-screen clock only stops when a team scores. If the tally is tied at the end of the two halves, the game goes into Sudden Death overtime. The horizontally-scrolling soccer field allows good movement and control of the stick-figure soccer players, and the crowd sounds that accompany the action add a nice touch.

HYPERCHASE
GCE
Vectrex
Category: Racing/Steering & Driving
Number of Players: 1-2
Controller Type: Vectrex
Suggested Retail Price: $27.50
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Available
Overall Rating: 9

It's grand-prix action, as a formula one racer speeds over the highway, manned by the joystick jockey. The on-screen speedometer clocks the action, as the car accelerates through four gear-shifts to race through the country- and city-scapes. it's important to keep the car under control, avoiding collisions with other traffic, and to keep from running off the highway. But if the driver is too cautious and tries to keep the speed low, another vehicle may hit his car from behind. There are two races. One is against the clock, and the object is to run the entire course in as little time as possible. There are unlimited cars, but every crash costs time. The second race is for points. The gamer's score advances for speed and miles travelled before five race cars are wrecked. The graphics, though minimal, are extremely effective, and the illusions of city, country, hills and valleys make this an exciting racing game for the Vectrex system.

POLAR RESCUE
GCE
Vectrex
Category: Combat/Thrust-Fire
Number of Players: 1-2
Controller Type: Vectrex
Suggested Retail Price: $27.50
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Excellent
Head-to-Head Rating: Not Available
Overall Rating: 8

An expedition to the North Pole has failed, and the gamer must pilot a submarine through the icy waters to find and rescue all survivors. But the arctic waters are perilous. Deadly mine fields make the ocean hazardous. Worse yet, enemy subs patrol this area and any encounter will throw the vessel into battle mode. Find the stranded polar explorers, dock with their pod, and bring the survivors into the rescue ship, then continue with a new search and rescue mission. The polar waters are deep and deadly, filled with ice chunks that can inflict damage points or even cause the direction of the ship to alter; and turbulent underwater whirlpools can suck the sub into the maelstrom, then hurl it out again into uncharted waters. The arcader must watch the instrument panel to monitor oxygen and torpedoes; when stocks are low, defeating an enemy sub replenishes the supplies.

SCRAMBLE
GCE
Vectrex
Category: SF/Scrolling Shoot-out/ Translation
Number of Players: 1-2
Controller Type: Vectrex
Suggested Retail Price: $27.50
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Available
Overall Rating: 9

This translation of the Konami coin-op puts the player in the cockpit of a fighter ship, flying over varied terrain. The mission is to reach and destroy the enemy's base, but there are five levels to traverse before the ship gets a shot at the target. The first level is a mountainous terrain, and surface-to-air missiles constantly whiz upward toward the fighter. Next the pilot must weave a path through a cavern, avoiding collisions while battling UFOs. Level three is inhabited by flaming chunks of debris; they can't be destroyed and can only be avoided. Level four is the city. Fly high above the walls, and watch carefully for missiles hidden in silos below. The fifth, most difficult flying course is through a tight maze that requires precise piloting. Then the enemy base comes in view. The gamer must keep his eye on the fuel gauge at the bottom of the screen, and replenish supplies by destroying fuel tanks on the ground below. Difficulty increases as the game progresses, in this highly successful version of a play-for-pay favorite.

SOLAR QUEST
GCE
Vectrex
Category: SF/Thrust-Fire/Translation
Number of Players: 1-2
Controller Type: Vectrex
Suggested Retail Price: $27.50
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Not Available
Overall Rating: 7

There are seven different types of alien vessels in pursuit of the gamer's starship. Line up for an attack by rotating and thrusting, then fire rockets at the enemies. If there are too many aliens on screen to deal with individually, use the nuke to clear the area — but there are only a limited number of these super bombs. If things get too tough, the ship has special powers to let it move mysteriously on the screen without being seen — but there's no guarantee that going into hyperspace won't put the ship into even more dangerous territory. Once an enemy has been destroyed, the survivors on-board float toward the sun in the center of the screen. Gain extra points by either destroying them or by picking them up before they fall into the sun. But don't get too close to the star, or your ship will be destroyed by the heat. As the game progresses, new types of even faster and more deadly enemy appear, to make the challenge continually greater.

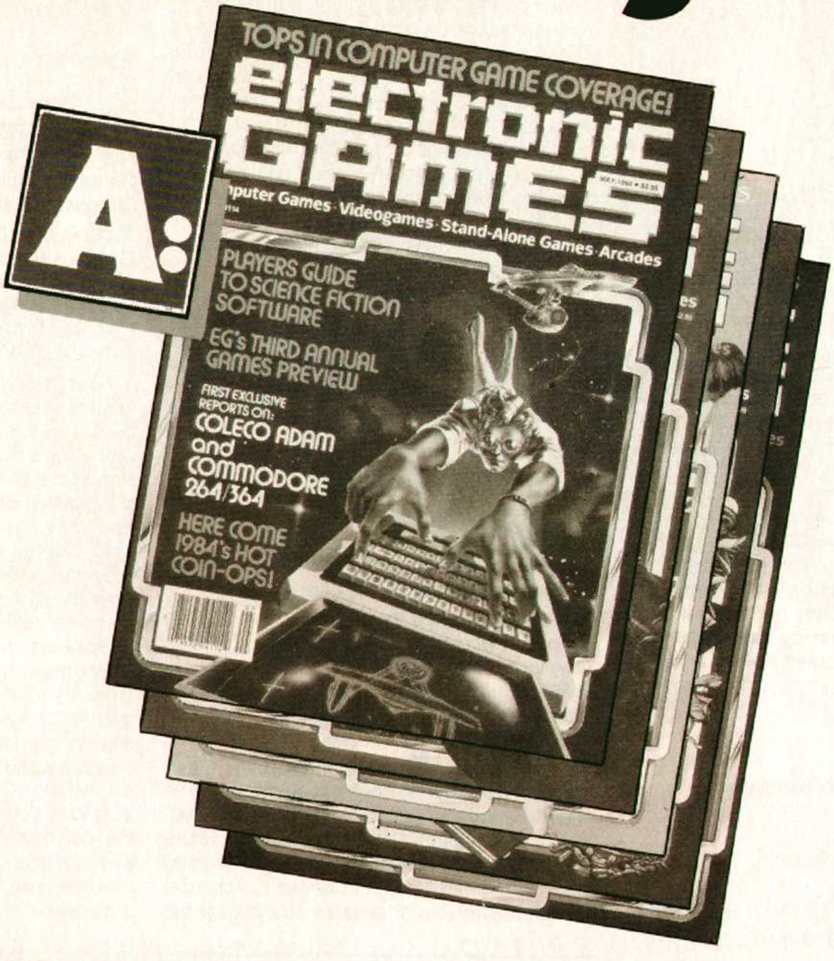
SPACE WARS
GCE
Vectrex
Category: SF/Thrust-Fire/Translation
Number of Players: 1-2
Controller Type: Vectrex
Suggested Retail Price: $27.50
Audio Rating: Good
Graphics Rating: Fair
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Excellent
Overall Rating: 7

Space Wars, a translation of the Cinematronics coin-snatcher, is a battle between two ships, deep in hostile outer space. One ship appears on the right and the other on the left side of the screen. Use the joystick and thrust button to maneuver the vessel, but beware of meteorites and don't get too near the sun in the center of the screen. The sun has gravitational pull and can be deadly to the unwary pilot who lets his fighter get too near. Each ship has only limited quantities of fuel and laser strength, and the amount remaining for each is shown at the top of the screen. Two gamers play head-to-head in a deep-space struggle for survival, or one player challenges the computer. There are multiple game variations that let the arcader alter skill levels, ship and laser speed, and even the sun's gravitational pull, in this dogfight-to-the-death between opposing spaceships.

SPIKE
GCE
Vectrex
Category: Cute/Climbing
Number of Players: 1-2
Controller Type: Vectrex
Suggested Retail Price: $27.50
Audio Rating: Outstanding
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Available
Overall Rating: 9

Lovely star-faced Molly has been kidnapped, and it's up to the heroic Spike, manned by the arcader, to rescue her from the villain Spud. The entire scenario has an extra dimension since Spike has a voice built right into the cartridge. When Molly is snatched, her cries for help summon Spike who pursues Spud onto the game field — three catwalks connected by a moveable ladder. Spike has to maneuver his way around, jumping from block to block and moving the ladder into position to climb from platform to platform, until he finds the key to

Q: How can you stay ahead of the game?


A:
TOPS IN COMPUTER GAME COVERAGE!
electronic GAMES
puter Games · Videogames · Stand-Alone Games · Arcades
PLAYERS GUIDE TO SCIENCE FICTION SOFTWARE
EG's THIRD ANNUAL GAMES PREVIEW
FIRST EXCLUSIVE REPORTS ON:
COLECO ADAM and COMMODORE 264/364
HERE COME 1984's HOT COIN-OPS!

ELECTRONIC GAMES Magazine has all the answers.

In every issue, ELECTRONIC GAMES previews and reviews the newest games for your computer and videogame system—their graphics, skill levels, excitement quotient, how they play and how to play them. So you know what's good, better and best for the money.

In every issue, ELECTRONIC GAMES evaluates the newest equipment—from the computers to the controllers and accessories—and reports to you on their performance and quality.

In every issue, ELECTRONIC GAMES provides playing tips and proven strategy that can improve your skills, fine-tune your game, make you a winner.

Plus, ELECTRONIC GAMES brings you news of the field, trends to watch for, fascinating features on gaming, and lots, lots more. It all adds up to more ways to have more fun with your hobby than you can shake a joystick at!

Subscribe today at our very special money-saving rate. There's never been a better time to get into the game . . . or a better way to stay ahead of it!

Yes, I want to stay ahead of the game! Enter my subscription to ELECTRONIC GAMES.

☐ **Send me 8 issues for only $9.97. (Newsstand cost: $23.60; regular subscription price: $18.67.)**

☐ **Double my savings! Send me 16 issues for $19.94.**

Name____________________ (please print)

Address ____________________

City__________ State __________ Zip ______

8SE034

☐ My payment is enclosed ☐ Bill me later

For Canada: 8 issues $23.00, U.S. funds. For all other countries: 8 issues (Air Mail delivery), $54.00, U.S. funds. Payment must accompany foreign orders. Please allow up to 60 days for delivery of your first copy.

Mail to: ELECTRONIC GAMES, P.O. Box 1128, Dover, NJ 07801

Molly's prison cell. Then, if he can reach the bars on her window, she is free. Starting with the second level, assorted villainous friends help Spud make the rescue harder. Bounders crawl along the catwalks, and birds fly through the sky, but Spike can destroy them all using well-timed kicks. The cute graphics are sharp and attractive, and the Vectrex sound system reproduces Spike's voice loud and clear.

SPINBALL
GCE
Vectrex
Category: Sports/Pinball
Number of Players: 1-2
Controller Type: Vectrex
Suggested Retail Price: $27.50
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Excellent
Solitaire Rating: Excellent
Head-to-Head Rating: Not Available
Overall Rating: 8

Turn the Vectrex console into a pinball game, with this cartridge that brings traditional pinball action to the vector-graphics screen. Even though the playfield looks radically different than rasterscan video pinball, it does replicate the authentic action of a conventional pinball table. The action is in three-quarter perspective that produces an illusion of depth, and the colorful overlay that comes with the cartridge provides some of the flavor of a traditional pinball game. The Vectrex gives lively flipper action, and many of the traditional challenges pinball wizards enjoy, such as spinners, bumpers, targets and bonus rollovers.

STAR CASTLE
GCE
Vectrex
Category: SF/Thrust-Fire/Translation
Number of Players: 1-2
Controller Type: Vectrex
Suggested Retail Price: $27.50
Audio Rating: Good
Graphics Rating: Good
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Excellent
Overall Rating: 8

Command a star cruiser and try to destroy the deadly energy cannon. It's shielded by three revolving octagonal walls. Each of the outer walls has its own defensive energy bombs, and the cannon rains fireballs on the star cruiser. The gamer has to destroy each of the octagonal walls. Each golden wall is made up of eight sections, and each section has to be hit twice to demolish it. When the gamer manages to open gaps in the three walls and the gaps line up, the player can try to lob a blast in through the gap to destroy the cannon. But the gap works both ways, and each time there's a hole lined up in all three walls, the energy cannon releases a fireball directly toward the cruiser. The player must use the ship's thrust to escape the deadly attacks, in this translation of the Cinematronics coin-op.

STARHAWK
GCE
Vectrex
Category: SF/Invasion
Number of Players: 1-2
Controller Type: Vectrex
Suggested Retail Price: $27.50
Audio Rating: Good
Graphics Rating: Excellent
Play-Action Rating: Good
Solitaire Rating: Good
Head-to-Head Rating: Good
Overall Rating: 7

The planet is being invaded by alien ships, and there's only 60 seconds left to stop as many enemy craft as possible. Every few seconds a new enemy Command Ship appears, and destroying one makes the planet's rotation speed up. Along with the Command Ship, the enemy has rockets, starships, missiles and bombers, and it takes fast firing to clear the skies of these alien invaders. The movement of the gunsight varies. In game one, the gunsight moves proportionally to the joystick. Move the stick to the desired position, and the gunsight stays there even when the stick recenters itself. In game two, the gunsight moves in direct ratio to the joystick — you have to hold the joystick in the position you want the gunsight to appear. When two gamers play simultaneously, they must cooperate in protecting the planet, both firing at the aliens that appear on screen.

STAR TREK THE MOTION PICTURE
GCE
Vectrex
Category: SF/Flying & Shooting
Number of Players: 1-2
Controller Type: Vectrex
Suggested Retail Price: $27.50
Audio Rating: Excellent
Graphics Rating: Excellent
Play-Action Rating: Excellent
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Available
Overall Rating: 9

Captain Kirk is in command of the Starship Enterprise, on a mission to seek out and destroy the enemy Klingon Mothership. There are nine sectors of space, each filled with enemies. Travel through them all, fighting Klingon and Romulan ships armed with deadly torpedoes, to reach the Klingon Mothership, or take a shortcut through the Black Hole to Sector 9 where the dreadnaught waits for the ultimate battle. The gamer views the action through the windshield of the Enterprise, firing lasers at enemies. The protective shield makes torpedoes bounce off, but when shield strength dissipates, the Enterprise must visit the Space Station to refuel and power up the laser. Fight through each sector until the Enterprise finally meets with the Mothership, then make a direct hit on the lighted nose of the alien ship to destroy it.

WEB WARS
GCE
Vectrex
Category: SF/Invasion
Number of Players: 1-2
Controller Type: Vectrex
Suggested Retail Price: $27.50
Audio Rating: Excellent
Graphics Rating: Outstanding
Play-Action Rating: Outstanding
Solitaire Rating: Outstanding
Head-to-Head Rating: Not Available
Overall Rating: 10

This non-stop, high-action contest hurls insectoid enemies from the center of the screen outward, toward the player-controlled Hawk-King on the perimeter of a giant spider web. The player must stop the waves of aliens born in the vortex as they're slung outward from the epicenter, because they become even more deadly adversaries if they reach the edge of the web. Each level has one creature protected by a flock of drones that must be destroyed before the player can get a shot at the primary enemy. Capture that enemy, and a portal appears on screen. Fly through it to see the Trophy room where each level's defeated creature is displayed, then go on to the next level where an even more deadly villain is supported by its flock of drone guardians. Two misses and a dragonlike creature appears over the web, spitting fireballs at the Hawk-King. The web itself twists and turns in a piece of virtuoso programming that shows off the vectorscan monitor to best advantage, and the joystick controls the web's speed so that the player can slow down or speed up to elude drones coming from behind.

United Way helps you do the right thing.

You give so generously. And yet, you can't help wondering if you're helping all the people you can.

When you give through United Way, you support a wide range of human services. Needs and distribution of funds are reviewed by local volunteers. People like you, who visit agencies, go over budgets, check for duplication.

All to make sure your one generous gift does all you want it to do.

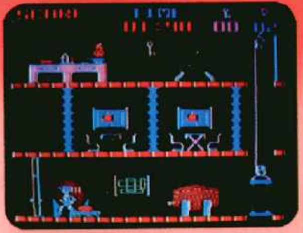
Thanks to you, it works. For all of us.

United Way

A Public Service of This Magazine & The Advertising Council

the HEIST
micro fun
micro fun™
THE COMPUTER ENTERTAINMENT DIVISION OF MICROLAB, INC.
ROSS

The world's fate is in your hands.



Picture yourself as the world's greatest super-agent, Graham Crackers.

You must go undercover and sneak into an enormous art museum. Incredibly, it's a front for an international terrorist organization!

Your secret mission is to heist all the artwork in search of a classified microfilm. If you don't carry it off in time, the world is doomed!

Grab the keys to the 90 fiendishly boobytrapped rooms (144 in Apple). Brave the multitude of heart-stopping dangers as you make your tortuous way through the deadly rooms. Test your cunning against overwhelming odds!

Chilling suspense and unknown terrors await you behind every door. You must evade man-eating robots, monstrous stompers, sweeper drones and tons of falling boxes — and make death-defying leaps from moving platforms.

Only your artful handling of this dangerous assignment can save the world from destruction!

For Apple II & IIe, IBM PC & jr, Atari, Commodore 64, ColecoVision & Adam.

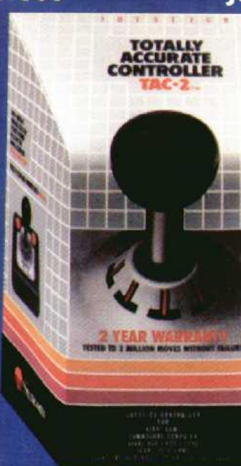
©1984 by MicroLab, Inc. The Heist is a registered trademark of MicroLab, Inc. Apple II & IIe, IBM PC & jr, Atari Commodore 64, ColecoVision & Adam are registered trademarks of Apple Computer, Inc., IBM Corp., Atari, Inc., Commodore Electronics, Ltd. and Coleco Industries, Inc., respectively.

micro fun

THE COMPUTER ENTERTAINMENT DIVISION OF MICROLAB, INC.
2699 Skokie Valley Road, Highland Park, IL 60035 • (312) 433-7550

TAC-2™. It stands for Totally Accurate Controller, and it means it. With most joysticks, you can't feel your move until it's too late. With TAC-2 by Suncom, it's like your hand is part of the game. TAC-2 has tactile feedback — feedback you can feel. It also has an extremely tight reaction time, a short throw distance and right and left hand fire buttons to keep you a step ahead of the game.

With TAC-2 you know absolutely, positively the exact moment you make a move — any move.


TOTALLY ACCURATE CONTROLLER
TAC-2
2 YEAR WARRANTY
TESTED TO 3 MILLION MOVES WITHOUT FAILURE

TAC-2. It's everything you want in a joystick including dependable. It's backed by a 2-year limited warranty–the longest, strongest warranty of any major joystick manufacturer.

The next fast move is up to you. Get TAC-2 for your Atari 2600, Sears Telegame, Atari 400, 600, 800, 1200, 1600, Commodore VIC-20 and 64, TI-99 / 4A (with adaptor), NEC and Panasonic personal computer.* From Suncom, the people who bring you technically-advanced joysticks, including our new Starfighter™ for Apple.*

TAC-2. The controller that makes you part of the game.

Suncom
Always ahead of the game

Suncom Incorporated
650E Anthony Trail, Northbrook, IL 60062

*Products and trademarks of Atari, Sears, Commodore, NEC, Texas Instruments, Panasonic and Apple.